

PRIMA® OFFICIAL GAME GUIDE

PLAYSTATION® 3, PC-GAMES FOR WINDOWS®, XBOX 360™

CLIVE BARKER'S

JERICHO™



BASED ON A GAME
RATED BY THE
ESRB



codemasters™

PRIMA GAMES

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In his off time he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, Thomas Mann, and EGM. When not writing for Prima, he continues to perfect his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.



CLIVE BARKER'S JERICHO PRIMA OFFICIAL GAME GUIDE FERNANDO BUENO

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INTRODUCTION

HOW TO USE THE BOOK OF JERICO

TIPS, NOTES, AND CAUTIONS

Every member of the Jericho Squad can count on every other member for support in the line of fire. Each member, equipped with a special occult power, can be counted on to contribute to the battle in a unique way. Similarly, this book of *Jericho* has its own special way of contributing.

Scattered throughout the walkthrough are tips, notes, and caution boxes. Each, like a Jericho Squad member, serves a very specific purpose. By recognizing these boxes and heeding their advice, you can ensure the success of your mission and even prevent death. Read up, soldier! These boxes can make all the difference.



Tips are general bits of useful information meant to enhance gameplay. A tip might describe in detail a tactic that is useful in a specific situation, or it might simply give you a tactical heads-up on what could be looming ahead. You are not required to pay attention, because the tips aren't geared toward keeping you alive. But they will certainly help you avoid the worst in your trek through hell.



Notes are just that—notes. They cover a variety of subjects, such as this book, the game, or something you might encounter on your mission. Like tips, they aren't meant to save your life, but they do enrich the gaming experience. Think of notes as varied bits of intel.



If you absolutely have to pay attention to any of these boxes, it's the caution boxes. Caution boxes serve as warnings in dangerous situations, provide intel on an enemy's tactical capabilities, and are almost always geared toward keeping your ass alive.

FROM THE MIND OF CLIVE BARKER...

These boxes typically elucidate some element of Clive Barker's hellish romp and may even provide a reference to a previous Clive Barker nightmare.

With such an imaginative mind behind it, it's no surprise that a trip through the underworld of *Jericho* is steeped in history and rich in fantasy.



THE WORLD OF CLIVE BARKER'S JERICHO



In *Clive Barker's Jericho*, you're tasked with guiding a rag-tag squad of gruff commandos through a brutal romp across several evil landscapes. After being called to the desert to investigate a strange paranormal phenomenon, the members of Jericho Squad are tossed through several environments, all evil perversions of historical locations. They fight past followers, walk across blood-soaked riverbanks, fend off waves of mutilated maniacs, and send tortured souls to eternal rest in the netherworld of The Box.

This game will test your mettle. It will rattle your nerves and shake you to the core. Only by keeping your aim true and your trigger finger steady, and by remaining strong in your faith, can you emerge safely from the depths of hell. The question is, will you emerge whole or will you leave bits of your sanity in the depravity that is...The Box?

THE FIRSTBORN AND THE ABYSS, AKA THE BOX



Just as there was once heaven on earth, in the heavenly garden of Eden, there is The Box. The Box is a deep, dark cage in which nothing good exists. Long before God created man and woman, he created The Firstborn. This creature—neither male nor female, beautiful, yet utterly terrible—was left unfinished, forsaken, and unloved. He sent it away to a false reality known as The Pyxis.

The Firstborn was not dead, however. It survived and continues to live, without a soul, in its cage, The Box.

DOW - THE DEPARTMENT OF OCCULT WARFARE



Whilst we go about our everyday lives, trudging mindlessly through our work and stumbling from mundane day to mundane day, we are unaware of arcane forces that threaten our daily existence.

Ours is a world free of magic, free of true evil, and numb to the horrors of hell. It is because of the Department of Occult Warfare (DOW) that we can live antiseptic lives and leave things like ghouls and ghosts to the imaginings of artists, authors, and entertainers. DOW is an elite organization sworn to preserve the untainted way of life.

In a disused corner of the Army Chaplaincy Training School in South Carolina, a small collection of dilapidated bungalows and barracks serves as the secret headquarters of the most powerful and clandestine special forces unit in the U.S. arsenal. The Department of Occult Warfare was founded in WWII to investigate reports that the Germans were pursuing the development of supernatural weaponry. Unwilling to allow the enemy unchecked access to any means of attack, the allied nations turned to their countrymen most versed in the supernatural.



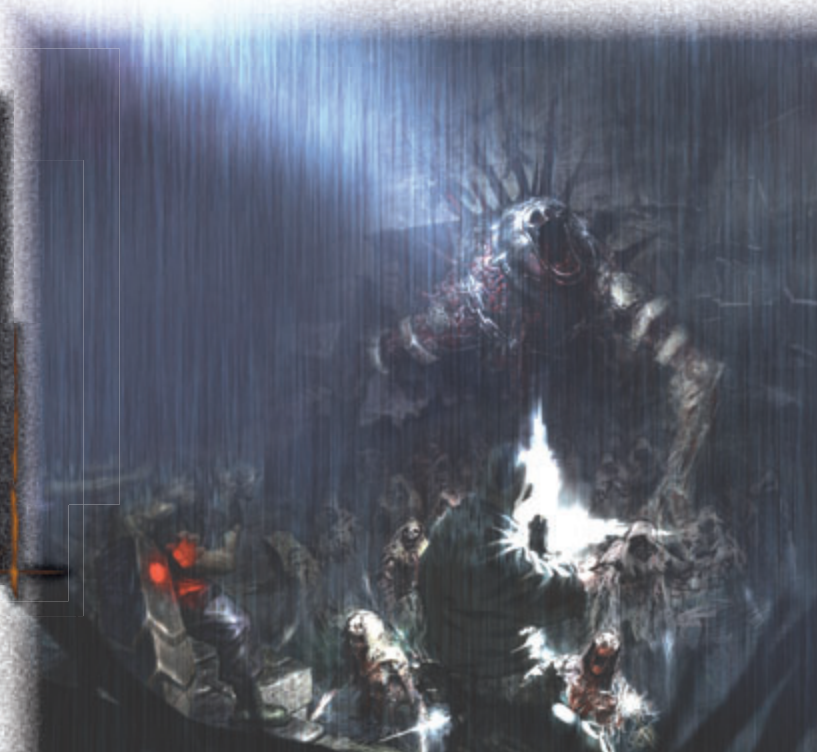
Britain recruited Aleister Crowley, a notorious magician and self-proclaimed "Beast." The United States turned to the Army Chaplain Corps for metaphysical guidance. At first, DOW was concerned only with analysis, poring over reports and intelligence gathered by the Office of Strategic Services. Later, DOW began taking a more active role in the war, working on missions ranging from the acquisition of powerful supernatural relics to psychic assassination.

The full extent of the occult war may never be known, but DOW has been involved in every major conflict and Cold War operation of the last 60 years. And that's just counting the ones we know about...

FROM THE MIND OF CLIVE BARKER...

Of course, not everything from the world of Clive Barker's *Jericho* is fictional. The man referred to as "Beast" in DOW's description was a real man.

Aleister Crowley was the foremost occultist of the early to middle 20th century. Widely known as the "wickedest man in the world," Crowley was best known for his occult masterpiece, *The Book of the Law*. Crowley claimed he wrote the book under the guidance of his guardian angel, a mysterious entity referred to only as Aiwass.



THE JERICO SQUAD

And then there is the Jericho Squad. Composed of warrior magicians trained in both conventional and supernatural warfare, the Jericho Squad is an elite seven-man unit of bad-ass commandos founded by the DOW. Their skills range from hyper tech-savvy senses to telekinesis, pyromancy, and even supernatural healing techniques. The Jericho Squad is equipped to deal with everything this world, and the underworld, have to throw at it.

That doesn't mean that the members of Jericho are invincible. When dealing with paranormal forces that predate any established religion, one is bound to encounter all manners of malevolence. That very frightening fact means that members of the Jericho Squad must use every power at their disposal, both normal and otherworldly, to overcome the myriad dangers in their way. It is only by teamwork that they can survive this mission.

DOSSIERS

JERICO TEAM



During an ancient assault on the Walls of Jericho, it is said that on the seventh day, seven priests circled the city seven times with the Ark of the Covenant. On the seventh revolution they destroyed the walls with a blast of their horns and the power contained within the Ark.

This is where the Jericho team gets its moniker. They are the combat arm of the Department of Occult Warfare, each team composed of seven Special Forces operatives, each operative an expert in parapsychology, psionics, or the occult arts. No one on the team knows how many Jericho teams are in existence or how many have come before them. They know others exist, yet none of them have ever met. Each team is designated by a number and nothing more.

They are selected from all branches of the military, and also include exceptionally talented individuals from the civilian populace, based on rigid criteria. No married personnel, no immediate family in regular contact, no one to miss them. Each operative must undergo rigorous physical and mental conditioning and exhaustive psychological profiling. Every member of the Jericho team must possess some form of paranormal aptitude or demonstrate skill in an occult art such as divination, telekinesis, alchemy, etc. Each member is a melding of flesh, spirit, and technology. Every Jericho team exists to fulfill three primary directives: United States Special Operations Command, Department of Occult Warfare, and Jericho squad directives.

1. Advise and provide intelligence to the U.S. intelligence community through the use of psionics and other occult means.
2. Defend the United States and its allies from threats classified as paranormal, extraterrestrial, or beyond the scope of perceived reality.
3. Remain in constant 24-hour alert in the event of Operation: Godseal.

CAPT. DEVIN ROSS



HEIGHT: 188 cm
WEIGHT: 94 kg
AGE: 37
EYES: Brownish gray
HAIR: Dark
BLOOD TYPE: A+
POSITION: Squad Leader
SPECIALTY: Healer

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BIO

Captain Ross was an accomplished Army Ranger with several tours of Afghanistan and Iraq under his belt before he was promoted into the Department of Occult Warfare. He used to be one of the first people to tell you that paranormal and psychic phenomenon were a pile of bull, until his own latent paranormal abilities surfaced under fire during a botched raid on a Taliban safe house. The DOW immediately had Ross transferred to a Jericho team.

Captain Ross is a healer. With his ability he can heal others, but not himself. Ross is an ideal squad leader. Sometimes it's as if he can experience what others are feeling. When they are in need of backup, he instinctively knows where to go. He still thinks most of this is bull, but, hey, whatever works...

PERSONALITY PROFILE

Skeptical to the end. Haunted by extreme guilt for some of the things he's done in the line of duty. Especially affected by the accidental murder of a child, and claims to still be haunted (literally) by the memory.

SPECIAL ABILITIES



Through careful training by the DOW, Ross has learned the art of healing; he can even cure a teammate's wounds without physically imposing his hands, as long as he keeps visual contact.

COMBAT ABILITIES

Ross plays by the book and feels safer trusting only the arms he has been trained to use. His weapon of choice is an assault rifle in configuration with a semi-auto shotgun for close-quarters support. He barely believes in his own powers, but he'll use them while they are useful for the mission.



PRIMARY WEAPON: 5.56mm Patrioteer assault rifle

SECONDARY WEAPON: 12-gauge light support shotgun

PROFILE UPDATE—DEVIN ROSS: DECEASED

SPECIALTY: POSSESSION

In his unusual condition as spirit, Ross can “jump to” or possess other team members. With his ability, he works like a psychic switchboard operator, patching the consciousness of one teammate with his own to link their powers and control the teammate's body. During the debriefing, his squad mates all related a similar experience of having Ross inside their heads. The feeling was of psychically sharing each other's experiences, so that when one squad member was wounded, they all experienced the trauma. When another was in need of backup, the rest of the team knew instinctively where to go and where to shoot.

They all agreed that the sensation of having Ross inside their heads was very unpleasant, as they couldn't control their own bodies but were reduced to being passive spectators.

SPECIAL ABILITIES: UPDATED

Ross's body was gone, but his soul remained inside Delgado's body. Soon he discovered his ability to possess other teammates, as long as they allowed him initially. By doing this, he was able to use his team's abilities and powers, still keeping his innate healing arts.

PERSONALITY PROFILE: UPDATE

Appreciates the irony of his situation—maintains a good sense of humor for a dead guy.

Despite his situation, he's still a doubter. And he's slowly going insane, trapped inside the mind of another person.

LT. ABBEY BLACK



HEIGHT: 183 cm

WEIGHT: 68 kg

AGE: 27

EYES: Blue (turquoise)

HAIR: Brunette (dyed; originally blonde)

BLOOD TYPE: A-

POSITION: Sniper

SPECIALTY: Telekinetic

BIO

“Abbey” Black was raised in Fairbanks, Alaska, the only child of an avid hunter who desperately wanted a son but got a tomboy instead. Her mother died from complications of the caesarean birth.

The pressure of poverty, single parenthood, and worsening alcoholism led Abbey's father to physically abuse her for most of her life. He noticed that strange phenomena (e.g., windows spontaneously breaking, flying objects) followed their worst fights, which convinced the deeply superstitious man that his daughter was possessed.

During a particularly violent encounter he attempted to “exorcise” her with a hot iron, which left her permanently scarred and him with a paralytic stroke. Abbey escaped the destructive situation by joining the Army at the earliest possible age. Her skills with a rifle earned her an instructing position at Fort Benning's renowned sniper school.

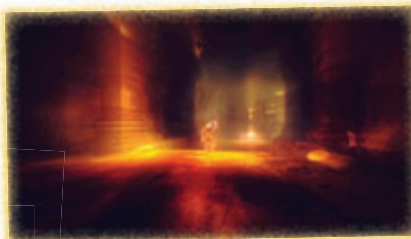
The DOW eventually noticed that her perfect marksmanship record was too perfect. Testing at their facilities confirmed her telekinesis, and she was immediately transferred to a Jericho squad.

PERSONALITY PROFILE

Control freak—she gets extremely agitated when she feels she's losing control of the situation, or worse, her telekinesis. She has repressed romantic feelings for Jones.

She is used to working alone and has trouble fitting into any team situation. 100 percent Army to the core.

SPECIAL ABILITIES

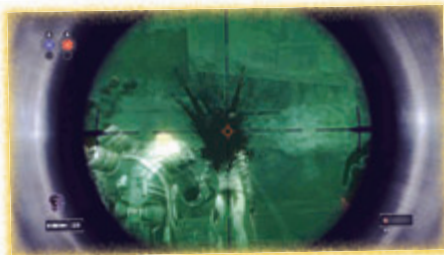


Lieutenant Black can telekinetically move an object ranging in size from a stationary tank to a moving bullet, as long as she has a line of sight to her target. As a result, she can steer her shots midflight, even striking multiple targets with a single projectile.

The greater the force she exerts, however, the weaker she becomes. The ability physically drains her health, causing bleeding from the ears, nose, and mouth in extreme cases.

Icon	Ability	Description
	Telekinesis/ Pyrokinesis	Shoves enemy with telekinetic force, also sets enemy on fire
	Ghost Bullet	Telekinetically driven sniper round

COMBAT ABILITIES



Black is the top-rated sniper in the U.S. Army, thanks in great part to her telekinetic ability to steer multiple rounds in flight.

She carries a highly modified and customized sniper weapon. To enhance her control, it plugs directly into her nervous system via an N.D.I. (Neurological Data Interface).

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PRIMARY WEAPON: 7.62 Custom Flash Thought semi-auto sniper system

SECONDARY WEAPON: Custom 40mm underbarrel grenade launcher

SGT. FRANK DELGADO



HEIGHT: 210 cm

WEIGHT: 130 kg

AGE: 31

EYES: Greenish brown

HAIR: Dark

BLOOD TYPE: O+

POSITION: Heavy weapons

SPECIALTY: Pyromancer

BIO

Sergeant Delgado is of mixed Mestizo and Chickasaw blood and spent most of his troubled youth shuffling from one foster home to the next until distant relatives on an Oklahoma reservation took him in. Finding a much-needed cultural identity, Delgado poured his body and soul into Chickasaw spiritualism, which led to a lifelong pursuit of shamanistic wisdom.

Blending the disciplines of alchemy and shamanism, Delgado learned to summon a fire-based

entity (which he presumes is the Chickasaw spirit Ababinili) but was unable to control it. Further contact with similar spirits in Borneo, Mongolia, and Lithuania gave him the knowledge to harness the spirit to his bidding.

Unfortunately, Delgado used his knowledge of psychoactive drugs and chemistry to fund his research, which eventually drew the unwanted attention of the D.E.A. and the Chinese government. He was less than 24 hours away from execution in Beijing when the Department of Occult Warfare pulled strings to liberate him. In return for his life, he was signed on with the Jericho squad and trained in occult warfare.



PERSONALITY PROFILE

Before making his deal with the fire entity, Delgado was deeply spiritual, a true shaman. Since then, he has become a troublemaker and is usually upset, probably because of the intense pain the parasitic spirit inflicts when it is released.

Hates having anyone poking around inside his head—psychologists and psychics alike. Feels a kindred spirit in Sergeant Church. Considers himself a modern-day alchemist. Self-taught in chemistry, pharmacology, and botany. Identifies strongly with the Trickster archetype—loves mischief. Has a real problem with authority. Doesn't like blind-minded orders.

SPECIAL ABILITIES



Icon	Ability	Description
	Fire Shield	Engulfs Delgado in a protective shield of fire, also sets enemies on fire if they touch it
	Ababinili	Fire serpent that seeks out and engulfs enemies

Sgt. Frank Delgado is a pyromancer, which could be roughly translated as “one who speaks with fire.” In Delgado’s case, the fire he speaks with is an entity of living flame he says is Ababinili, a Chickasaw flame spirit. After contacting the spirit, Delgado offered it his right arm as a sacrifice to win its cooperation, which it accepted.

The creature of living flame now lives as a parasite on Frank’s arm during missions, encased in a large metal sleeve that is covered in arcane symbols (courtesy of Sergeant Church) and is curiously warm to the touch.

In combat, Frank opens the containment sleeve and releases Ababinili, which immediately sets to wreaking as much havoc as possible before being forced back into containment. When loose, Ababinili responds (usually) to Delgado’s commands, and so becomes a formidable tool and weapon.

Delgado’s powers didn’t come without a price. The fire spirit that he commands requires a flesh-and-blood host, so Delgado has sacrificed his own arm to feed it. A special containment device, co-designed by Delgado and Sergeant Church, has been grafted onto his arm. Delgado opens the device to release the spirit, like a flaming bird of prey, then calls it back to his arm at will.

The price of Delgado’s arrangement should be obvious. While on a mission, Delgado allows the creature to live a parasitic life on his arm, to win the spirit’s subservience. Like many parasites, Ababinili doesn’t want to annoy its host so much that Delgado decides to rid himself of the pest. To this end, the spirit deadens the pain from the burns on Delgado’s arm while is confined there. When the spirit is released during combat, however, the pain returns with nearly crippling intensity.

COMBAT ABILITIES



Frank has only one useful arm on a mission, as his right is encased within a protective shell that contains the living flame that is the source of his power. He uses weapons designed to be operated and reloaded with just one arm. A custom reloading mechanism is installed on his armor.

PRIMARY WEAPON: 7.62 Custom Hell’s Keeper three-barreled Gatling gun

SECONDARY WEAPON: .50-caliber Pain automatic custom pistol

SGT. WILHELMINA "BILLIE" CHURCH



HEIGHT: 165 cm
WEIGHT: 47 kg
AGE: 22
EYES: Brownish green
HAIR: Dark
BLOOD TYPE: Unknown
POSITION: Support
SPECIALTY: Blood Scribe

BIO

The most troubled member of the Jericho squad, "Billie" Church was born into a snake-handling Christian sect in the hills of Tennessee. Her family's congregation believed Billie was gifted with divine powers of healing and protection, as evidenced by the "miracles" the child worked by drawing her own blood and writing "angelic script" with it.

Eventually the state got wind of Billie's exhibitions and took custody of her. The experience was extremely traumatic. She attempted suicide numerous times, and on one occasion managed to carve the words "Luke 10:19" into the middle of her back, even though she was locked in a solitary observation room and had no sharp implements. Doctors deemed the feat physically impossible (Billie still claims that "angels" did it for her).

News of her case eventually reached the DOW and it was Father Rawlings who engineered her release into their custody. After years of intense deprogramming, therapy, and training in various blood-based magic systems, Church was able to join the team as an active and valued member.

PERSONALITY PROFILE

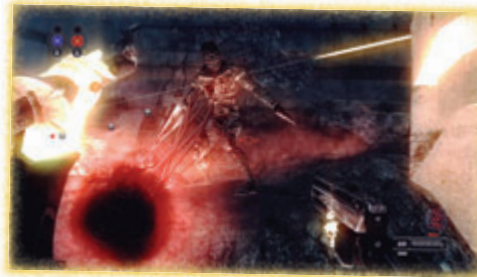
Doesn't like to talk about her past: she's haunted by her traumatic childhood. Lives in fear that one day her cult will come looking for her. Prone to symptoms of schizophrenia/disassociated personality disorder. A thrill-seeker; uses pain and danger to snap her out of "numbness."

A victim of incest, which is known only to Father Rawlings and Captain Ross. Since her programming, she has gone from withdrawn and modest to something of an explosive extrovert. Suffers from ophidiophobia—fear of snakes.

SPECIAL ABILITIES

Billie's powers come at the most obvious physical price. Through the ritual of drawing her own blood and writing potent sigils with it, she can cast powerful wards, enchantments, and banishments. The pain and ritual of the act focus her will and tap into something inside her that even the DOW is unable to pinpoint.

In combat, Church can create two very useful wards. Her Blood Ward ability creates a large floating blood orb that lashes out with powerful tendrils and traps nearby enemies. In most cases, enemies remain immobile and incapable of counterattack. Fire Ward creates a floating fire orb that automatically creates a defensive perimeter. Any hostile that steps within the established perimeter is immediately set on fire.



Icon	Ability	Description
	Fire Ward	Creates a defensive fire perimeter. Enemies that enter are set on fire
	Blood Ward	Creates blood orb that lashes out and traps enemies (does not deal damage, but does immobilize enemies)

COMBAT ABILITIES

Church doesn't believe in firearms, even though the Army requires that she at least carry a submachine pistol as her primary firearm. Church is positively lethal with edged weapons if she can get close enough.



PRIMARY WEAPON: 4.6mm Kenjuu personal defense weapon

SECONDARY WEAPON: Custom-made nodachi

CAPT. XAVIER JONES



HEIGHT: 186 cm

WEIGHT: 90 kg

AGE: 30

EYES: White

HAIR: White

BLOOD TYPE: O-

POSITION: Reconnaissance

SPECIALTY: Seer

BIO

Captain Jones has lived in more than 18 countries, thanks to his anthropologist parents. From Inuit villages along the Bering Strait to Bedouin camps in the Sahara, Jones has been exposed to a myriad of cultures, religions, and languages. He is an only child, and the indigenous people who hosted his family became his surrogate siblings and extended family.

It was an aboriginal "clever man" that first spotted Jones's gift of second sight and astral projection, and taught him to hone the skill. As

a hobby, he began collecting and studying divination systems from every culture he visited (many of which he still carries with him on every mission).

After attending Annapolis, he joined the intelligence community as an analyst. His ability to make dead-on predictions of Russian submarine positions using little more than a map and pendulum earned him the nickname "X-Mark" (as in "X marks the spot") among his workmates.

The DOW eventually got wind of this parlor trick and decided to put it to good use. Jones is the second-most senior officer in the Jericho team and is Ross's right-hand man.

PERSONALITY PROFILE

Highly educated. Well traveled. Speaks over nine living languages and five "dead" ones. Slightly intimidated by the more combat-driven members of the squad; he worries they don't respect him as a soldier and view him only as an intel guy. Close friends with Ross.

SPECIAL ABILITIES



Icon	Ability	Description
	Astral Projection	Allows Jones to project himself toward another being (non-Jericho only)

Jones is a seer, which allows him brief, cryptic glimpses of past or future events. Using his second sight, he can spot paranormal elements that others cannot. He can also project his consciousness into a separate host body.

While he projects his consciousness to another individual, he can interact with nearby objects and even channel pyrokinetic abilities from his teammates.

COMBAT ABILITIES



Jones is more of a bookworm than a fighting man. Just a year ago he was pushing a desk at DOW before his buddy Ross persuaded him to join the combat division. Jones is a walking encyclopedia of arcane knowledge and carries multiple journals, maps, and texts in his BDU, along with the tools of his trade as a seer, including several scrying devices for fortune telling.

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PRIMARY WEAPON: 5.56mm Patrioteer assault rifle

SECONDARY WEAPON: 12-gauge light support shotgun

CPL. SIMONE COLE



HEIGHT: 173 cm

WEIGHT: 58 kg

AGE: 21

EYES: Green

HAIR: Ginger

BLOOD TYPE: AB-

POSITION: Support

SPECIALTY: Reality Hacker

BIO

At the age of four, Cole was diagnosed with mild autism. Refusing to treat their daughter as handicapped, her parents (both Silicon Valley programmers) chose to home-school her. Like most autistics, she displayed an amazing aptitude for mathematics, logic, and physics. By the age of 14, she was accepted to M.I.T., at 19, she had published a book on chaos mathematics, and she was hired as an N.S.A. code breaker before she could legally drink (much to the chagrin of her pacifist parents).

Her commanding officer noticed that strange things began to happen to her unit the moment she joined. The Department of Occult Warfare noticed, too. Paranormal phenomenon such as “missing time,” mass hallucinations, and spontaneous teleportation of personnel and equipment caused havoc with N.S.A. operations for months before Cole was discovered to be the source and was transferred immediately to active duty with DOW.

Using principles from Cabalistic mathematics and chaos theory, Cole serves as the Jericho team’s “reality hacker” to alter space and time to their benefit.

PERSONALITY PROFILE



Quiet and keeps to herself. Hates physical contact. Obsessive/compulsive tendencies (attributed to mild autism). Memorized pi up to 5,300 digits. Prefers the company of animals to people. Close ties with Devin Ross—she’s quite eloquent and outgoing when he talks to her in her head. Suffers from claustrophobia and nyctophobia (fear of darkness).

SPECIAL ABILITIES



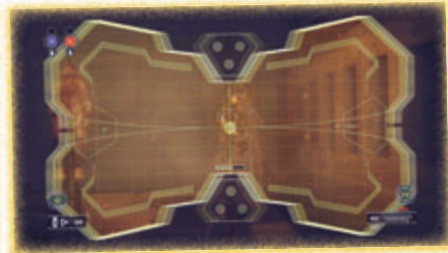
Cole's gifts are purely intellect-based: she has no psychic powers other than an incredible level of intelligence that allows her to work extremely complex mathematic problems in her head.

Augmented with a wearable computer gesture-based UI and HUD interface, she runs custom-made Cabalistic and chaos mathematic sequences that have a profound effect on the physical world, such as the ability to slow time around her and to augment her team's damage with fire.

Icon	Ability	Description
	Firestorm	Adds fire damage to Jericho team's conventional attacks
	Infinite Loop	Slows time down and temporarily allows Cole to move at supernatural speeds

COMBAT ABILITIES

Cole is a programmer/numerologist, which affects everything she does. She carefully screens all of her gear, particularly her weapons, for favorable numbers. Cole's harness is taken up largely by the custom-built computer that she uses to run her Cabalistic programs and (when zoomed in) allows her to detect an enemy's weakness.



She is terribly protective of the gear and prefers low-report weaponry that is unlikely to jar her gear too much. The computer casing and harness, built to her specs by DOW research and development, has been tested to withstand a drop from more than 13 feet and can easily withstand concussive forces equal to a grenade only seven feet away...but she swears like a longshoreman every time the insertion chopper hits a little turbulence.

PRIMARY WEAPON: 9mm X-86 submachine gun

SECONDARY WEAPON: Concussion grenades with four different adjustments: impact, time, proximity, or remotely triggered

FR. PAUL RAWLINGS



HEIGHT: 195 cm
WEIGHT: 88 kg
AGE: 67
EYES: Blue
HAIR: Gray
BLOOD TYPE: O+
POSITION: Medic/Chaplain
SPECIALTY: Exorcist

BIO

The oldest active member of the Jericho squad, Paul Rawlings is also the only member of the team who started his military career as a true chaplain. He enlisted in 1970 as a chaplain's aide and served three tours in Vietnam before the end of the war. His experiences there caused him to question his religious and political beliefs, and after leaving the Army he spent the next 20 years searching for meaning and direction.

His travels took him to the far corners of the earth on missionary and relief efforts, but his experiences with indigenous tribes did more to transform him than his intended converts. He found himself adopting various belief systems as his own, because as he's fond of saying, "There's no such thing as too many gods when it comes to watching your ass."



As such, Rawlings became something of a universal cleric, the ultimate chaplain. Although his request to resume active duty was at first declined by the chaplain corps, the DOW was eager to have him in its ranks because of the practical knowledge he had gained in dealing with occult forces and the paranormal.

PERSONALITY PROFILE

Despite his grim appearance, he has a quirky sense of humor. Deadpan and unexcitable—even in the face of extreme evil—he acts as if he's seen it all. Feels particularly responsible for Sergeant Church, because he recruited her himself. His 20 years of soul-searching were filled with some unusual adventures—when he speaks of his experiences, we get the impression he was something of a rogue. Despite being a man of the cloth, he's scrapped with the best and is handy in a fight.

Afraid of succumbing to his human nature again. Father Rawlings has fallen to many sins, especially in his early years as a chaplain. This past will haunt him forever.

SPECIAL ABILITIES

Icon	Ability	Description
	Ghost Heal	Heals allies from afar
	Vlad's Curse	Drains health from target and routes it into allies.

Rawlings's power comes from his intense academic study of magic systems from around the world (especially in the areas of consecration and exorcism) and just pure faith. He is a walking encyclopedia when it comes to dealing with malevolent spirits and otherwise hostile paranormal entities.

As a man of faith, Rawlings centers his powers on healing and health manipulation. While his friend and captain, Devin Ross, can heal fallen comrades, Rawlings can project his healing abilities across great distances and even reroute health from one entity to another, in a sense draining one entity's health to replenish another's.



COMBAT ABILITIES



Despite being a man of the cloth (or many cloths, as he would argue) Rawlings is an experienced soldier, with tours of Vietnam and Iraq under his belt. He prefers to use twin customized auto pistols, Faith and Destiny, augmented by personal luck charms and talismans.

PRIMARY WEAPON: .357-caliber auto pistol with modular ammo: piercing, concussion, explosive

SECONDARY WEAPON: .357-caliber auto pistol with modular ammo: piercing, concussion, explosive

ENEMIES



The creatures in The Box were not always the hideous creatures they are now. In fact, the grotesque nature of the beings is just another example of how one can be turned inside out (both physically and mentally) in The Box. One-time crusaders, soldiers, knights, and even priests and priestesses have been fooled and seduced by evil.

Over time, many lost their minds and gave in to the dark forces. Now they're bloodthirsty perversions of their former selves.

CULTIST



HEIGHT:

WEIGHT: 119 kg

The followers of the Brotherhood of the Dark Rapture may be crazy, but they are certainly not stupid. Mentalists, occultists, and invokers fill their ranks, all thoroughly dedicated to the coming of The Firstborn. Under the careful supervision of Arnold Leach, the operatives of the Brotherhood carry out different ritual murders and attacks at specific times and places around the globe, creating enormous amounts of negative karma.

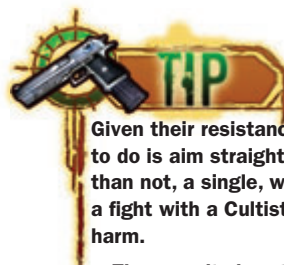
The icing on the cake was the event that took place in the ruins of Al-Khali. Gathered on the ritual fault after assaulting Outpost Vigil from within, a bloody suicide ritual was carried out. In it, the members of the Brotherhood inflicted horrible wounds and mutilations on each other, following a careful pattern until they killed each other amid horrible suffering.

The act culminated in the release of all karma accumulated by the dying Arnold Leach, which created an electromagnetic pulse and a psychic wave that could be felt in all the corners of the world.

COMBAT ABILITIES

Absorbed by The Box, the Cultists have deformed and modified their bodies to intensify their pain and suffering as a symbol of their submission to The Firstborn. As there is no death, this continuous pain has ended up making them even more dangerous madmen than they were when alive. They cover their amputated limbs with sharp objects to highlight their great resistance and agility.

Cultists tend to attack very quickly and nimbly. When they become aware of your presence, they can jump into a sprint and reach you within seconds. When they're within striking distance, they stab, slash, and pound on you with their enormous bladed arms. Some Cultists can even fling their bladed arms at you from a distance and reel them back in like yo-yos.



Given their resistance to pain, the best thing to do is aim straight for the head. More often than not, a single, well-placed bullet can end a fight with a Cultist before it can do you any harm.

They aren't slow, though, and can often sidestep your initial fire if you're not careful.

EXPLODING OR EXPLOSIVE CULTIST



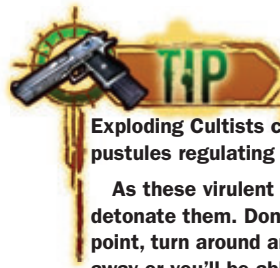
HEIGHT: 250 cm

WEIGHT: 200 kg

The Cultists did not just commit suicide by cutting and wounding themselves; they also used chemical and bacteriological weapons to intensify their agony and "increase the quality" of their ritual death. The new corrupt bodies of the afflicted are covered with infected pustules and emit extremely volatile poisonous gasses.

COMBAT ABILITIES

Getting near them is very dangerous. Not only do they have a sharp hook for hand-to-hand combat, but they also can set themselves on fire, and do so without hesitation by ripping their entrails, freeing the unstable compound inside and causing an explosion that can be fatal at short range.



Exploding Cultists can be easily eliminated by aiming at the pustules regulating their internal gasses.

As these virulent creatures approach, fire on their pustules to detonate them. Don't do so if they're within killing range. At that point, turn around and run away; they'll either detonate as you run away or you'll be able to gain some distance and then fire on the beast from afar. Do not engage them in close-quarters combat.

FLYING CULTIST



HEIGHT: 283 cm

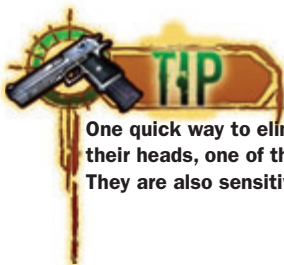
WEIGHT: 99 kg

WINGSPAN: 529 cm

Arnold Leach himself has taken on this new form, courtesy of The Firstborn. Skin that has peeled off their backs and sections ripped from their backbones have turned into sinister wings. To help them rise from the ground, the Flying Cultists have gotten rid of anything unnecessary, like their guts, bones, etc. However, they still need a little psychokinetic assistance.

COMBAT ABILITIES

In hand-to-hand combat, they can attack with the claws on their hands and feet; at long range, they launch lethal barbs. They also carry shields to protect themselves from enemy attacks.



One quick way to eliminate them is to aim for their heads, one of their unprotected points. They are also sensitive to Ababinili's fire.

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MACHINEGUNNER



HEIGHT: 269 cm

WEIGHT: 365 kg

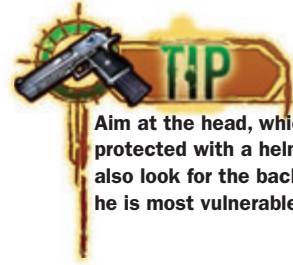
The young voluntary troops under Hanne Lichthammer's command found a fate worse than death in The Box. The nature of this reality, combined with the sadistic commander's psychic powers, resulted in a capricious carnal union of the young bodies of the soldiers with their weapons. Two or more soldiers were fused into a single body, creating a stronger, more resistant, and lethal soldier/weapon: a grotesque union of flesh and metal.

The tortured minds trapped in this single body have been relegated to the subconscious. They have entered a state of collective consciousness that gives Lichthammer efficient telepathic control over her troops.

COMBAT ABILITIES

One of the limbs of the heavy infantry is a devastating 30-mm multi-tube machine gun with six barrels. Their corpulent bodies make it possible for them to carry a high-capacity ammunition store. The übersoldier does not attack blindly, but tries to get as close as possible, taking advantage of the protection provided by the barricades.

He will always look for some sort of cover to avoid being exposed and will attack safely from this position.



Aim at the head, which is not protected with a helmet, and also look for the back, where he is most vulnerable.

FLAMETHROWER



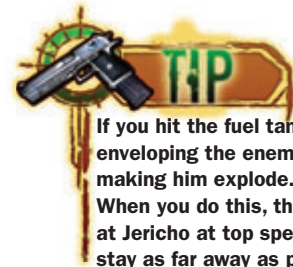
HEIGHT: 304 cm

WEIGHT: 330 kg

The support and clean-up troops of the Geheimnisvoll Abwehrmacht were also absorbed by The Box. As with the heavy infantry, flesh and metal are fused into a new collective entity, formed by what had once been several men.

COMBAT ABILITIES

The arm of this creature houses a powerful flamethrower, capable of projecting a dangerous flammable gel up to a hundred meters. Letting one come near you is certain death. They will seek out hand-to-hand combat whenever possible, as they are lethal at close range. Keeping your distance with this enemy is critical. They do not attack blindly, however, but seek out positions with cover for their advance.



If you hit the fuel tank it will burn, enveloping the enemy in flames and making him explode. But be careful! When you do this, the übersoldier will run at Jericho at top speed, so it's best to stay as far away as possible.

GRENADIER

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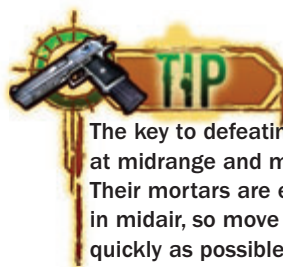
HEIGHT: 282 cm

WEIGHT: 495 kg

The Germans did not move any artillery to Al-Khali so as not to attract too much attention. They did bring corps of Grenadiers with mortar shells to keep bandits and Bedouins away from their settlement.

COMBAT ABILITIES

The remains of Lichthammer's Grenadiers are loaded with explosives. Their weapon for long-range attacks is a mortar shell encrusted in their backs. They will avoid direct confrontation, taking refuge behind barricades and advancing carefully. But thinking they are defenseless in hand-to-hand combat is a fatal mistake: they have a sharp machete-like knife in place of their forearm and are capable of deeply stabbing whoever dares come near.



The key to defeating them is in staying at midrange and moving constantly. Their mortars are easy to spot while in midair, so move out of the way as quickly as possible.

WARRIOR CRUSADER



HEIGHT: 185 cm

WEIGHT: 70 kg

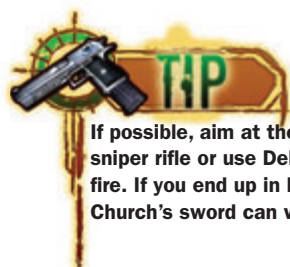
The crusaders trapped in The Box gradually lost their minds and succumbed to The Firstborn. Religious fanatics, they massacred everything that smelled of the infidel, beginning with the local Saracen and Jewish population and then each other. They learned quickly that death does not exist in this reality, making it possible for them to use unimaginable torments by the grace of God.

With time, they ceased to be men and became animals: they chopped off their limbs and replaced them with axes and swords. They literally drove armor into their flesh and sewed the coat of mail onto their flayed flesh...

COMBAT ABILITIES

The Crusaders are real killing machines. Their movements are as quick and agile as those of a cat. They seek out hand-to-hand combat whenever possible to deliver mortal blows with their knives. Their right arms are equipped with a hook, which they can launch at midrange, and a dart launcher, which they use to attack at long range.

They have also learned how to adapt themselves to battle against the new adversaries that The Box has been collecting. They use the circular axe that now forms their left forearm as a shield to repel bullets.



If possible, aim at the head with the sniper rifle or use Delgado's suppressive fire. If you end up in hand-to-hand combat, Church's sword can wreak havoc.

CROSSBOWMAN CRUSADER



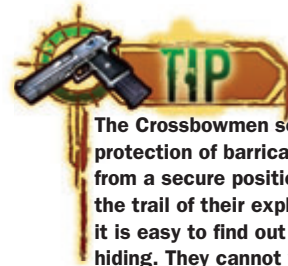
HEIGHT: 184 cm

WEIGHT: 72 kg

The Crossbowmen are Crusaders who are experts in long-range attacks, the “snipers” of the Middle Ages. Their most prized possessions are their fingers, which is why these enemies have kept their hands intact: They need them to handle their crossbows.

COMBAT ABILITIES

The repeater crossbow model is Chinese in inspiration, but the Crusaders have been refining it for centuries. The darts are fed from a wooden “loader” housed in the upper part and reloading is done using a manual lever mechanism. The darts have an explosive gunpowder head.



The Crossbowmen seek out the protection of barricades to attack from a secure position. By following the trail of their explosive arrows, it is easy to find out where they are hiding. They cannot withstand hand-to-hand combat.

CHILD CRUSADER



HEIGHT: 108 cm

WEIGHT: 22 kg

The crusade of Les Innocents began in 1212, but it was not until a year later that the battle took place on holy land. They were recruited from among humble young volunteers from across Europe.

The children could hardly thrust a sword or handle the weight of a coat of mail, but they had a secret weapon that would make them invincible: The purity of their Christian innocence would prevent any spears or arrows from injuring them... or that is what Maltheus St. Claire told Pope Innocent III to persuade him to authorize the crusade.

The waters of the Mediterranean were supposed to part for the holy army to cross. When the waters didn't budge, the children had to wait months until one of the merchants provided boats for the crossing. Two shipwrecked and a few others ended up in another port where the children were sold as slaves or into prostitution. This did not deter Maltheus, who dragged thousands of children across Al-Khali. The weakest died of hunger and exhaustion on the road. When they arrived at Al-Khali, the crusaders, ill and weak, refused to participate in such insanity. Maltheus mocked their cowardice and headed off into battle.

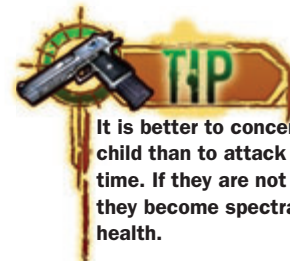
But instead of a battle, it was a slaughter. The Saracens urged the children to surrender. When they refused, they were massacred pitilessly. The shredded bodies of the children were left as carrion. The crusaders gathered them up and buried them in the crypt while Maltheus took refuge in the chapel to expiate his sins.

The breach was opened and those who were inside the crypt or outside the fortress saw how the recently dead came back to life. Many fell that day before an enemy that could not die.

COMBAT ABILITIES

The Child Crusaders are incorporeal beings capable of crossing through matter. Their spirits are innocent. However, they harbor great anger and malice toward the adults who let them die (especially toward Maltheus). To attack they become physical, allowing their mutilated bodies to be seen. They use the shredded tendons of their limbs as whips.

They can appear anywhere: out of the ground, the ceiling. When they are hurt, they usually return to their ethereal state and flee.



It is better to concentrate on just one child than to attack several at the same time. If they are not eliminated quickly, they become spectral, recovering all their health.



HEIGHT: 226 cm

WEIGHT: 150 kg

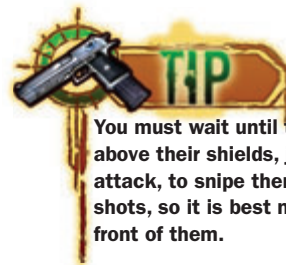
The seventh cohort of the first legion was posted to the eastern front of the Empire. To be here meant dishonor, the worst destination that a legionary could hope for. Most of its members had been condemned for some crime, were killers, or were fleeing something. The troops' morale was not very high and discipline was not very strict.

The governor, Vicus, forced them to commit all types of abuse with the local population and especially with the merchant caravans crossing the territory. Collecting taxes gave way to the payment of a toll, protection fees (against themselves), and finally the pillaging and sacking of travelers.

The fortunate were executed on the road. Those who were not ended up in the sumptuous colosseum as slaves, concubines, and finally as part of the banquet (cannibalism was one of Vicus's favorite pleasures).

COMBAT ABILITIES

The Legionaries under the influence of The Firstborn have hardened their bodies, fusing their metal armor with their own skin to create a resistant and flexible protection. For long-range attacks, the Legionaries launch the light javelin. For hand-to-hand combat, they use the heavy javelin.



You must wait until they raise their heads above their shields, just before they attack, to snipe them. They are very good shots, so it is best not to be exposed in front of them.

CORPSES BEHEMOTH



HEIGHT: 1,460 cm

WEIGHT: 3,000 kg

Death and destruction have been constant in the region of Al-Khali since the appearance of man. When these parts of the Earth were snatched from reality by The Box, everything they contained was absorbed, including their dead.

The decomposing corpses of the wretched people who were knifed and tossed into common graves became raw material for the corporeal manifestations of these horrors, driven by primal impulses.

COMBAT ABILITIES

With one collective body and mind, these masses of corpses are terrifying beings that charge at everything alive. Not only are they enormous, but their metal mask also grinds and spits out decomposed blood and infected chunks of corpses. Contact with them is highly toxic.



Take cover as soon as you see one of these masses and attack without exposing yourself too much. Their weakest point lies in their masks. Joined to the mass of flesh by strips of skin, these masks maintain the cohesion of the unit.

By destroying these fasteners (which glow a dull orange), the collective mind is lost and the heap of corpses crumbles again. Some of these masses have been treated with protection spells, so only a weapon equipped with the correct runes can break the seal.

BLIND BEHEMOTH

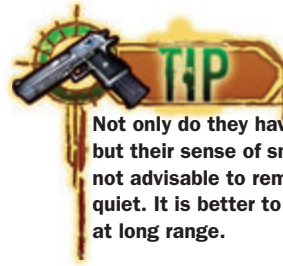
**HEIGHT:** 445 cm**WEIGHT:** 631 kg

It is not known exactly where the Blind Behemoths came from, whether they are the twisted result of the demented assassins locked in the dungeons or some strange union of man and beast. The only clear thing is that these blind masses are formidable adversaries.

Possessed of superhuman agility and strength, they are capable of killing a person with a single blow. Vicus introduced them into his spectacle, but they tore their victims to shreds too speedily to satisfy him. To even the playing field, he blinded them.

COMBAT ABILITIES

Their reasoning capacity is like their vision: none. They move by instinct alone, throwing themselves at the source of any sound. They are armed with clubs, which they strike with tremendous force.



Not only do they have a great sense of hearing, but their sense of smell is highly developed. It is not advisable to remain near one, even if you are quiet. It is better to eliminate them discreetly and at long range.

GLADIATOR

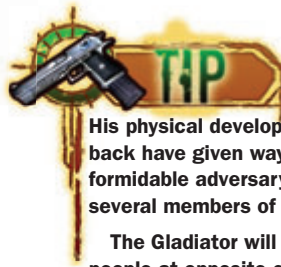
**HEIGHT:** 543 cm**WEIGHT:** 1,102 kg

This great hulk is the main attraction at the colosseum. Practically invulnerable to pain, the Gladiator is a mass of muscles with no brain.

His intelligence is that of a three-year-old child.

COMBAT ABILITIES

He is equipped with a flail, an enormous ball attached to his arm by a chain for long-range attacks. If he can get close enough, he will use the claw on his other arm to skewer his opponent.



His physical development has not come without a price; the muscles on his back have given way and torn apart, exposing the only weak point in such a formidable adversary. The key to defeating him is to combine the action of several members of Jericho and jump from one to the other.

The Gladiator will attack the last one to attack him. If you place two people at opposite ends, one will always have access to the fighter's back.

ARNOLD LEECH



HEIGHT: 307 cm

WEIGHT: 102 kg

WINGSPAN: 529 cm

AGE: 58

Arnold Leach was recruited in 1962 as an invoker. A scholar of arcane books and forbidden text, Leach was always obsessed with ancient gods and beings older than men. Lacking scruples and being a fan of Machiavellian methods to achieve his goals, Arnold Leach was, it soon became clear, a potential threat to the very people he was supposed to be protecting.

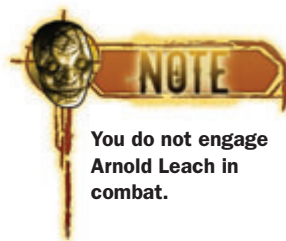
After several operations that ended in disaster, Arnold Leach was expelled from the department. Secretly, his elimination was authorized. It was a slaughter. Hundreds of civilians died when Leach, perhaps having been warned, caused several space-time rips in a packed shopping center

in Dallas. This created an opening for unspeakable abominations that spread chaos and destruction, cutting short the lives of several Jericho operatives before the outbreak was controlled.

For a time, it was thought that Arnold Leach had perished in the incident or been dragged into another dimension.

A few years later, the Brotherhood of the Dark Rapture appeared. At first, nobody paid attention—there are so many sects with apocalyptic tendencies. But the brutal precision of their actions, assassinations, and highly elaborate ritual executions contrasted with crude massive attacks across the globe that had no apparent relation.

A subsequent and more exhaustive investigation revealed the hand of an old friend behind these acts: Arnold Leach had returned. Exactly what Leach had intended with these actions is not known, because none of the sacrifices seemed to have a purpose: no invocations, curses, or any type of ritual was associated with them. They might have been using a particular skill known as a Tantric spell, accumulating karma to release it all at once in a single invocation. Given that Arnold Leach is a fanatical defender of the coming of The Firstborn to our world, his presence at Al-Khali can only be bad news.



**You do not engage
Arnold Leach in
combat.**

PSYCHIC COMMANDER: HANNE LICHTHAMMER

**HEIGHT:** 195 cm**WEIGHT:** 70 kg

The new corps of the Geheimnisvoll Abwehrmacht used their combat skills on the Spanish northern front, camouflaged as logistical and intelligence support for the Condor Legion. The connection to the Templar code led them to the existence of The Firstborn legend.

Psychic research at the dunes of Al-Khali was positive, and no sooner had conflict broken out than excavation of the ruins began. The goal was to find the Sumerian temple the scriptures spoke of. Fräulein Hanne Lichthammer, a psychic squadron leader, was in charge of this task. Lichthammer was the epitome of Teutonic beauty: tall and slim, a blue-eyed blonde...but she had a black heart that was as cold as ice. From a very young age she showed a clear

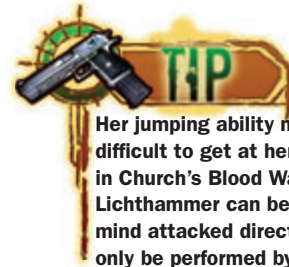
tendency toward sadism and destruction. As a telepath capable of reading and controlling minds, she was recruited by the Army as an interrogator and torturer, which helped her to perfect her skills.

Lichthammer never disguised her sadomasochistic and self-destructive impulses: She enjoyed pain and enjoyed inflicting it on others. As a psychic, she was not content with sully the flesh; Hanne enjoyed destroying minds. Many stories were told about the atrocities that Lichthammer forced on those whose will she broke—mothers devouring their children alive, men dissecting themselves...and all without laying as much as a finger on them.

Still, Lichthammer met her match with Blackwatch. The patch over her eye is a souvenir from a confrontation with Jericho's allied forerunners.

COMBAT ABILITIES

She has a "jump" ability that allows her to teleport short distances in space. With her knowledge of The Box, she can even control the flies, meaning that she can invoke her henchmen from the Geheimnisvoll Abwehrmacht whenever she needs them.



Her jumping ability means that it is difficult to get at her. The key lies in Church's Blood Ward. With it, Lichthammer can be trapped and her mind attacked directly. This task can only be performed by an expert exorcist.

BISHOP MALTHEUS ST. CLAIRE

**HEIGHT:** 208 cm**WEIGHT:** 102 kg

Bishop Maltheus St. Claire feared for his eternal life, because he suffered from the illness of the flesh. He could not control his appetites, despite his increasingly severe penances. He therefore sought a solution in Rome. The Vatican library held many secrets. These included texts that spoke of the existence of The Firstborn and legends about his coming to this world.

Maltheus thought that a being so like God would save him from eternal damnation. He had only to free The Firstborn to win his favor. It is not clear if Bishop St. Claire truly believed that God would protect his army and open the doors of Eden or if he deliberately tricked Pope Innocent III, and the massacre of the innocents formed part of the plan to open the breach.

Whatever the truth, tens of thousands of children died atrociously that day, attracting The Firstborn to this world and leaving Maltheus imprisoned in The Box forever. The bishop interpreted what he was seeing as signs of the end of the world. When he heard noises below the chapel he thought that he was witnessing a divine miracle, and that the Almighty, in his benevolence, was returning his children.

He ran down to the crypt to receive his warriors of Christ with open arms. Maltheus's shrieks were heard for days. The Knights Templar sealed the entrance, leaving St. Claire to his fate. But like everyone else, he returned. And he was changed and powerful, very powerful.

Maltheus thought he was in purgatory, subject to yet another of God's tests to pardon his sins: He had to free the souls of the children, now agents of the devil.

He has been trying to do this since then, exorcising wave after wave of children without losing his determination for a single moment. His eternal life is at stake. If only he would stop to think, he would realize that he already is eternal, though not in the way he thought.

COMBAT ABILITIES

Maltheus St. Claire uses a barrier of divine protection that makes him invulnerable. He also uses his power of exorcism to maintain tight control over the children. When he feels outmatched, he uses the spell of the Black Rose. This creates a physical barrier that surrounds him and fires in all directions. It is best to take cover when this happens.



After casting the spell of the Black Rose, he is vulnerable. Take advantage and throw whatever you've got at him.

CLIVE BARKER'S
JERICHO

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CASSUS VICUS



HEIGHT: 283 cm

WEIGHT: 1,280 kg

Cassus Vicus was notorious throughout Rome. A devotee to all types of orgies and other such festivities, Vicus was a fan of any excess and perversion. But he went too far.

He was caught by surprise while practicing cannibalism and was condemned to death. Due to his personal friendship with Emperor Tiberius (a bosom companion in his bacchanals), however, he was absolved and named governor.

He was sent to rule a small, remote province in the outskirts of the Parthian Empire. At first he was furious and deeply offended by forced retirement to this dusty corner, which was lacking the charms of the known world. But he soon learned to appreciate the advantages of governing a place so far from civilization. Vicus gave free rein to his basest instincts, behaving more like a

criminal than a governor. His cruelty won him the respect of his neighbors, who avoided him whenever possible.

His delusions of grandeur were boundless and he came to see himself as a living god. Cassus began to have dreams in which some type of entity was calling him. Upon his demand, Cassandra, one of his slaves and a clairvoyant, contacted this entity, which Vicus believed to be the god Jupiter.

He saw this as a call of the gods, and if Cassus wanted to claim his place in Elysium, he would have to carry out a ritual of invocation to open the doors to endless orgies and parties...

Cassus Vicus was not at all disappointed when he did open that door. He has been enjoying every moment for the last 3,000 years and he doesn't plan on letting it end.

COMBAT ABILITIES

Vicus may appear to be little threat, but he uses his own entrails as a weapon, opening up his belly and drawing out extremely putrid excrement and blood. If that's not enough, he has a gigantic Gladiator armed with a deadly flail for his protection.



Shoot only when Vicus opens his stomach to strike, preferably with a grenade from Black's rifle. Whilst one member attacks Vicus, the others should distract the Gladiator, while avoiding blows from its flail.

THE SIX DEMONIZED SUMERIANS

HEIGHT: Varied

WEIGHT: Varied

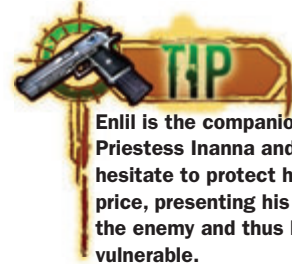
The Sumerian priests and priestesses were original members of the group responsible for closing the breach and detaining The Firstborn. All but Antadurunnu, the seventh member of the order, succumbed to Ereshkigal's power, and their bodies fell under the control of their new mistress.



ENLIL

ENLIL'S COMBAT ABILITIES

Enlil uses the Sumerian Puppet to attack. The Puppet imitates the movements Enlil makes as he hangs from some cables above.



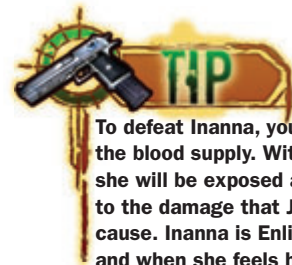
Enlil is the companion of the Priestess Inanna and will not hesitate to protect her at any price, presenting his back to the enemy and thus becoming vulnerable.



INANNA

INANNA'S COMBAT ABILITIES

Inanna uses the regenerative power of the blood of Pyxis's inhabitants as her power base. Some mechanisms squeeze the slaves, whose blood falls on a platform where Inanna sits. This mystical shower makes her invulnerable to any attack. She will attack only if she has no other choice, invoking Cultists with the power of the blood.



To defeat Inanna, you must cut off the blood supply. Without blood, she will be exposed and vulnerable to the damage that Jericho can cause. Inanna is Enlil's companion, and when she feels herself to be in danger, she screams to him for help.



KI

KI'S COMBAT ABILITIES

She is a master of pyrokinesis. She launches highly destructive balls of fire. She can combine her ability with Ninlil's sanguimancy.



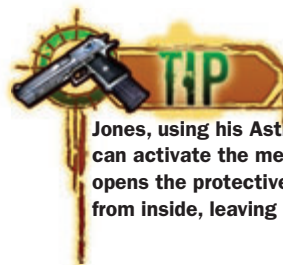
NINLIL

NINLIL'S COMBAT ABILITIES

An expert in sanguimancy, she can invoke Cultists with her own blood. She is found protected inside a type of iron maiden hanging from the ceiling. In this state she is completely immune to attacks. Her power can be combined with Ki's pyrokinesis: if a cultist is invoked and fire is applied later, it goes berserk.



Ki does not have any type of protection from attacks by Jericho. Let her have it!

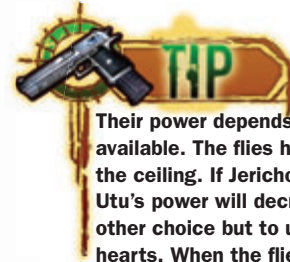


Jones, using his Astral Projection, can activate the mechanism that opens the protective container from inside, leaving Ninlil exposed.

**NANNA****UTU**

NANNA AND UTU'S COMBAT ABILITIES

The flies are their source of power. With these they can teleport from one place to another, launch swarms that act like missiles, and invoke Cultists. The flies also protect their only weak point: their hearts.



Their power depends on the quantity of flies available. The flies have nests hanging high on the ceiling. If Jericho destroys them, Nanna and Utu's power will decrease until they have no other choice but to use the flies that guard their hearts. When the flies leave their hearts and attack Jericho, attack their hearts in return.

SUMERIAN PUPPET



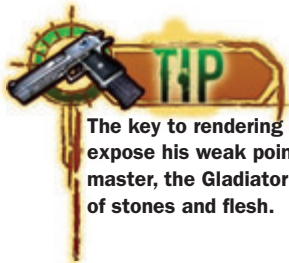
HEIGHT: 502 cm

WEIGHT: 8,900 kg

The Gladiator is the remains of the Sumerian soldiers in charge of building the temple, a flesh and stone golem brought to life by the will of Enlil.

COMBAT ABILITIES

He imitates the movements of his master, striking with arms and legs.



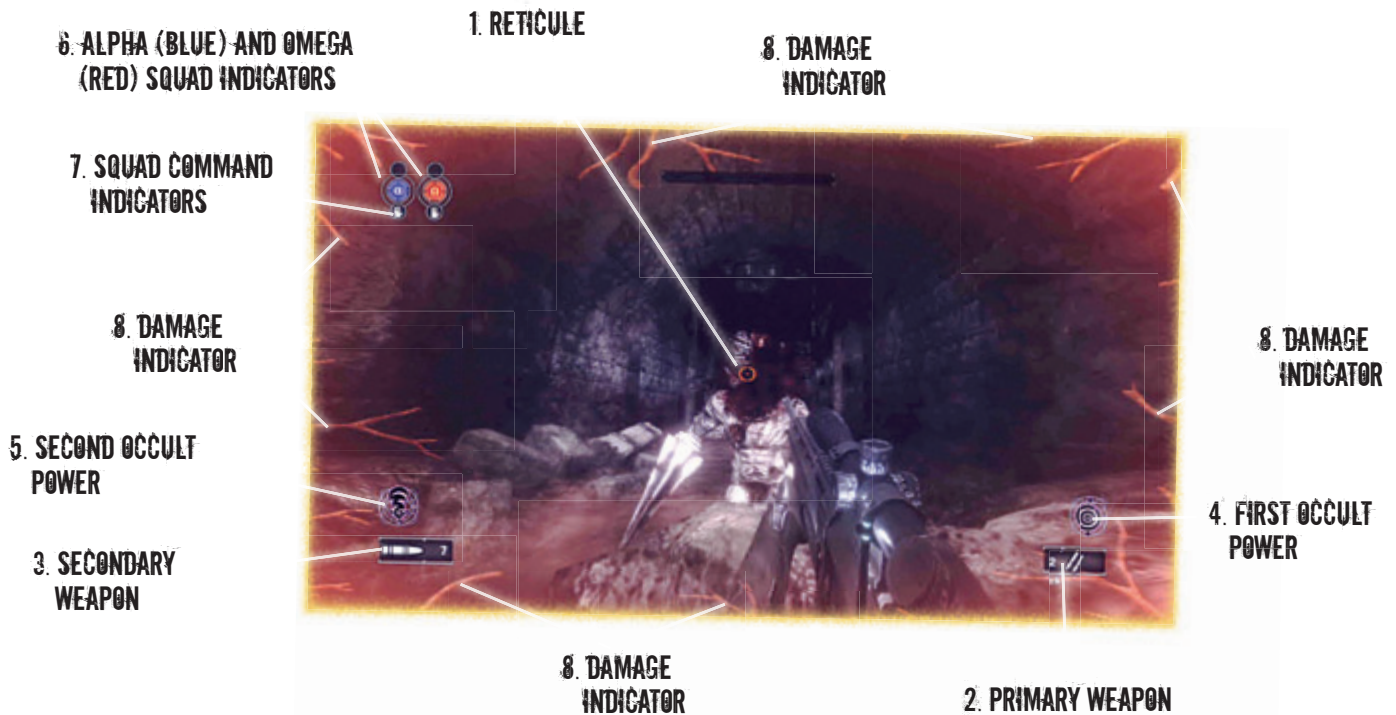
The key to rendering him useless is to make Enlil expose his weak point on his back. Without his master, the Gladiator is no more than a mountain of stones and flesh.

THE POWER TO CONTROL

BASIC CONTROLS

You can't just jump into battle without knowing how to handle yourself. The pages that follow will instruct you in control. It may seem rudimentary, but regardless of how many firefights you survive or how many believers you put down, every battle is won with the basics.

HEADS-UP DISPLAY (HUD)



1. Reticule: Aim this at what you'd like to shoot.

2. Primary weapon: Shows total ammo and ammo in current magazine/cartridge

3. Secondary weapon: Shows total ammo and ammo in current magazine/cartridge

4. First occult power: When this is dark, your power is recharging. Once it's glowing and colored, it's ready to use.

5. Second occult power: When this is dark, your power is recharging. Once it's glowing and colored, it's ready to use.

6. Alpha (blue) and Omega (red) squad indicators:

These in conjunction with the command indicators show what each squad is doing, respectively.

7. Squad command indicators: If the top circle shows arrows, that squad is currently moving. A hand or a reticule indicates that the squad is either holding position (a hand) or engaged in battle (a reticule).

8. Damage indicator: When these red veins appear and pulsate around the edges of the screen, it means you're losing health.

CONTROLS

MOVEMENT

CLIVE BARKER'S JERICHO

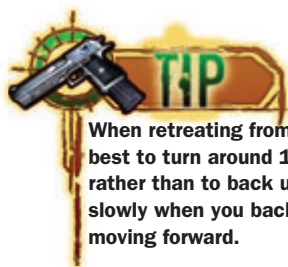
PRIMA OFFICIAL GAME GUIDE



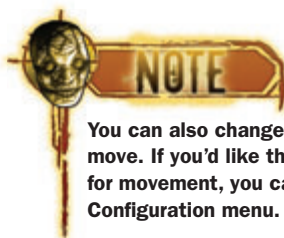
Action	Xbox 360 Command	PS3 Command
Walk/Run	Left thumbstick	Left
Look	Right thumbstick	Right
Crouch	Click in left thumbstick	Click in left

These may seem the most basic of commands, but face it, soldier, if you can't put one foot in front of the other, how're you going to kick some minion ass?

Before starting, adjust the look sensitivity to your liking. If you turn too quickly or too slowly, you'll never line up your reticule on the enemy. Next, make sure your view is set to either inverted or normal, whichever suits your needs. The last thing you want to do is aim up when you mean to aim down.



When retreating from a monster, it's always best to turn around 180 degrees and run, rather than to back up. You move much more slowly when you backpedal than when you're moving forward.



You can also change the stick you use to move. If you'd like the right stick to be for movement, you can switch it in the Configuration menu.

INTERACT, REVIVE, SWITCH CHARACTER



In rare instances when you must pull a lever, press a button, or interact with an object, press the Interact button.

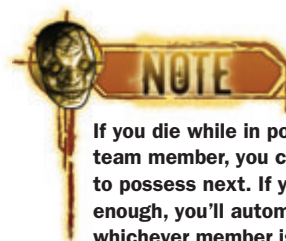
More often than not, however, the Interact button will be used either to revive a fallen member nearby, or to bring up the Switch Character command.



In those instances when you have to revive a fallen comrade, try to do so from behind cover. If your teammate has fallen near a pillar or rock, position yourself so that the object shields you from incoming fire while you heal. If you can't find a suitable object to shield you, initiate the healing procedure and immediately begin to strafe around your fallen teammate to remain mobile.

Action	Xbox 360 Command	PS3 Command
Interact, Revive		X
Switch Character	, then use D-pad to select team member	X, then use D-pad to select team

To switch between different members of Jericho, press the Interact button, then use the D-pad to select the team member. Press down on the D-pad to cycle between Alpha and Omega squads, and the Up, Left, or Right to select the corresponding Jericho member. But be quick about it, you can still take damage while switching characters.



If you die while in possession of a Jericho team member, you can choose which member to possess next. If you don't choose quickly enough, you'll automatically be sucked into whichever member is closest.

FLASHLIGHT

Action	Xbox 360 Command	PS3 Command
Toggle Flashlight On/Off	Y	▲

As you traipse through dark corners, pitch-black tunnels, and rooms that are black as night, use your flashlight to shed light on the path ahead. You may think that it's just a flashlight, nothing more than a way to illuminate a dark passage, but the first time you see an otherwise hidden enemy because of your trusty light, you'll change your mind and regard it as your second-most useful tool.



WEAPONS FIRE

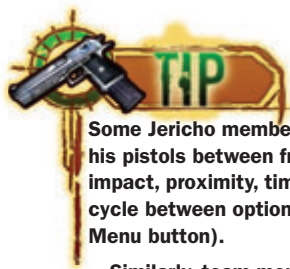


Each member of Jericho team has two weapons at his or her disposal. While the primary weapon typically carries more rounds per cartridge, the secondary usually tends to deliver more damage each time it's used. Click in the Zoom button to zoom in on

your target and get more precise aiming. Cole's zoom function activates her targeting system, which zooms in and detects enemy weaknesses.

Some members of Jericho don't carry secondary projectile weapons. Church carries a blade, Cole carries grenades, and Black carries grenade rounds for her sniper rifle (her primary weapon). The trick to being effective is in knowing when to use your primary weapon and when to use your secondary. Not every enemy can be harmed with both, so get to know your weapons and your enemies equally.

Action	Xbox 360 Command	PS3 Command
Fire Primary Weapon	(RT)	(R2)
Fire/Use Secondary Weapon	(LT)	(L2)
Reload	Tap X	■
Weapons Menu	Hold X, then use the D-pad to cycle through options	■, then use the D-pad to cycle through options
Zoom In	Click in right thumbstick	Click right (ANALOG)



Some Jericho members can equip more than one type of ammo. Rawlings can switch the ammo for his pistols between fragment, explosive, and standard. Cole can set her grenades' detonation type to impact, proximity, time delay, or remote. To do so, hold down the reload button and use the D-pad to cycle between options (to switch Cole's grenade options, press **LT** or **L2** while holding the Weapons Menu button).

Similarly, team members with automatic primary weapons can switch between single fire, burst (two or three bullets per shot), or automatic (continuous fire).

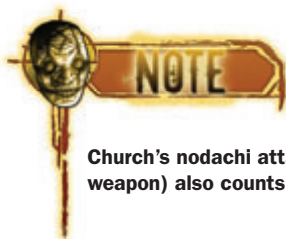
MELEE ATTACK



Action	Xbox 360 Command	PS3 Command
Melee	B	○

Melee attacks are just as much a part of combat as firing your weapon. Certain enemies, such as Cultists or Warrior Crusaders, possess great speed and will usually engage you in hand-to-hand combat. When they do, precision shooting is not an option.

Use the melee button to deliver a blunt force blow with your primary weapon. By stringing together several melee attacks, you can also deliver a melee “combo” and extend the attack, causing more damage.



Church's nodachi attack (her secondary weapon) also counts as a melee attack.

USING OCCULT POWERS



Action	Xbox 360 Command	PS3 Command
Primary Power	RB	R1
Secondary Power	LB	L1

Jericho members have occult powers they can use in combat (see the “Dossiers” section for more information on them). These powers act as a secondary form of combat beyond conventional weaponry. Like conventional weaponry, they require that you “charge” them before use. If you've recently used an occult power, you'll most likely have to wait for it to recharge before you can use it again.

That makes it very important to know when and when not to use a particular power. If you use it prematurely, you may find yourself in a situation where your power would be very useful, but you will have to wait for it to recharge. Those seconds could mean life or death. Furthermore, not all occult powers are meant to be used as a means of offense. Rawling's Ghost Heal and Church's Blood Ward are both vital to team survival, but deal no damage.

ISSUING SQUAD COMMANDS

Issuing tactical commands is much more than just a way to get Delgado's whiny ass away from you. When approaching uncertain situations or arriving at an area with a tactical advantage, use tactical commands. Pressing any of the four cardinal directions on the D-pad issues a different command.

Left and right directions issue orders solely to Alpha or Omega squads; up and down directions issue commands to all members of Jericho. These are useful when you need to split up and examine different areas of a large room, or when you'd like to scope an area ahead without endangering your entire squad. For more information on how to properly use these commands, see the next section, "A Team Possessed."



Action	Xbox 360 Command	PS3 Command
Alpha Take Position	⬅️	⇐ on D-pad
Omega Take Position	➡️	⇒ on D-pad
Jericho Advance	⬆️	⬇️ on D-pad
Jericho Hold Position	⬆️	⬇️ on D-pad

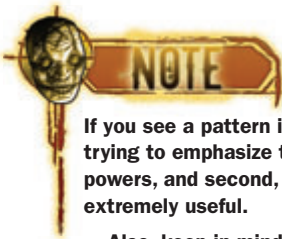


A TEAM POSSESSED— ADVANCED WARFARE TECHNIQUES

OCCULT POWER COMBOS

While all characters have occult powers at their disposal, not all occult powers are created equal. Some powers do not deal damage while others do nothing but. Delgado's Ababinili, for example, won't open any doors for you, but it's the best option for taking down Flying Cultists.

Church's Blood Ward won't kill any enemies, but it will keep them from killing you. The essence of any Jericho squad is teamwork. With that in mind, combining occult powers is as necessary to survival as knowing how to properly shoot a weapon. In this section we'll give you sample power combos that help maximize your occult powers' usefulness.



If you see a pattern in the first few power combos (Blood Ward), it's because we're trying to emphasize two things. First, Blood Ward is one of the most versatile occult powers, and second, even though Blood Ward does not deal damage, it can still be extremely useful.

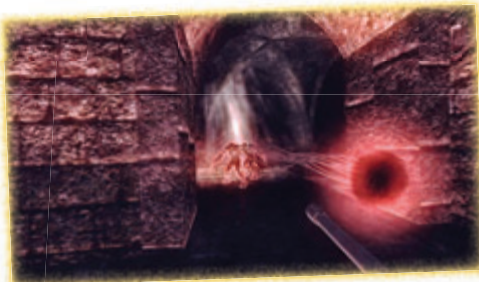
Also, keep in mind that the power combos listed below aren't the only ones that prove useful. Consider this section a primer, and find your own creative power combos. Remember not to rely too heavily on any one power.

BLOOD WARD AND FIRE WARD



Blood Ward is one of the most versatile occult powers available. Use Church's Blood Ward to immobilize enemies, then use Fire Ward to burn them in their place. There might be a small delay between the activation of both powers and Church will be weak as a result, so be sure to follow this combo with plenty of weapons fire.

BLOOD WARD AND GHOST BULLET



In situations where you're in danger of being surrounded by enemies, find the center of your battle and drop Blood Ward. Once enemies start to get trapped, switch to Black and fire a Ghost

Bullet. Steer the bullet around the battleground and drive it through multiple enemies' heads. Headshots should be particularly easy, as the enemies are immobile and their guard is automatically dropped by Blood Ward.



This technique is also possible with regular non-Ghost Bullet headshots if you're a good shot.

BLOOD WARD AND INFINITE LOOP



Trap enemies by using Blood Ward first. Then, as they stand immobile, switch to Cole and activate Infinite Loop. Because Blood Ward is temporary, Cole's Infinite Loop slows time and essentially extends the amount of time you have to use Blood Ward. Once Infinite Loop is active, run around and drop grenades at the feet of all enemies trapped in the ward.

INFINITE LOOP AND PROXIMITY GRENADES



True, grenades are not an occult power. However, that doesn't preclude them from being a great complement to Infinite Loop. When Blood Ward is not available, you can still use Infinite Loop to gain a tactical advantage on slower enemies such as Grenadiers or Legionaries.

Activate Infinite Loop and rush out toward the enemy. Create a miniature "mine field" by dropping as many proximity grenades as possible between you and the approaching enemies. Once the field is in place, back away, deactivate Infinite Loop, and watch the fireworks.

ABABINILI AND GHOST BULLET



Not only is Ababinili a great way to take down enemies from afar, it is also a great way to make enemies easier to see. Consider Ababinili a recon serpent that laces distant (and flying) enemies with a flame. Once the enemies are lit up, they're much easier to see in dark places. Take advantage and use Ghost Bullets, or standard sniper fire, to take them down.

TELEKINESIS AND GHOST BULLET



Black isn't the most effective close-quarters combat fighter. She does, however, have a unique combo that helps in just such a situation. When enemies get too close for comfort,

first shove them away with her Telekinesis (or Pyrokinesis if available). As the enemy staggers back, he'll temporarily become vulnerable to a follow-up shot from Black's sniper rifle.

Because the enemy is directly in front of you, you can either fire a Ghost Bullet blindly, then guide it into the enemy's cranium, or fire a shot from the rifle at close range (only if you're a good shot while not zoomed in).

FIRE WARD AND FIRE SHIELD



Perhaps one of the most destructive combos, this one-two punch packs heat. First activate Church's Fire Ward to create a defensive perimeter of flames. Then, when foolish enemies wander in and catch fire, switch to Delgado. Activate Delgado's Fire Shield and rush the burning enemy to deal even more fire damage.



A variation on this combo would be to activate Fire Ward, then possess Cole. Activate her Firestorm ability and open fire!

ADVANCED TACTICAL MOVEMENT

The ability to issue separate commands to each squad offers you a huge tactical advantage in most any situation. By properly issuing squad commands, you can approach nearly any area with a tactical advantage.

LEAPFROGGING

Leapfrogging is a technique used to advance two units and gain a tactical advantage in hostile territory. This technique is best used while attempting to approach a hostile or to explore a large area with an elongated floor plan.

To use this technique, issue the "advance" command to a squad (Squad A) and direct them to a point ahead of you. As they advance, either lay suppressing fire on the enemy ahead or watch for the enemy to expose itself from a covered position. Once Squad A is in place, advance to a location just beyond its position. When you're in place, issue the "advance" command to Squad A again and repeat.

DIVIDE AND CONQUER

The "divide and conquer" technique is similar to leapfrogging. Instead of moving both squads along a linear path, however, split the two squads so that each can cover a different area of a large room along parallel paths.

In some cases, such as long, wide rooms or rooms with multiple flanking staircases, it's best to cover as much area as possible so as not to get ambushed. To divide and conquer, issue an "advance" command to a squad (Squad A) and send them to inspect one side of a room. Meanwhile, lead the second squad (Squad B) along a parallel path down the same room.

SCOUTING, DRAWING, AND TRAPPING

Not every situation will allow you to use one of the previously mentioned tactics. In some situations, you'll need to go at it alone and scope an area ahead for hostiles. In certain situations, usually when scouting ahead, issue your team a "hold position" command.

While they hold, carefully creep ahead and scope the area for hostiles. If you encounter hostiles, you can use the draw-and-trap techniques. As you scout, look for possible chokepoints and areas where you can filter multiple enemies. Doors, narrow corridors, and areas separated by pillars or arches are great chokepoints.

Engage your enemies and get them to follow you. Lead them through a chokepoint and let Jericho open fire as they try to filter through. In some cases, you can also use Church's Blood Ward at the chokepoint to further trap the enemies before you mow them down.

A WALK THROUGH HELL

Welcome to *Clive Barker's Jericho*. The following pages provide a detailed account on how to survive in the netherworld, decimate enemies, and endure the torments that dwell in that place which is forgotten.

THE PATH THROUGH AL-KHALI

THE STORM



JERICO TEAM LANDS OUTSIDE OF THE ABANDONED RUINOUS CITY OF AL-KHALI.

THE TOMB



BATTLE THROUGH THE SNAKING RUINS OF THE CITY UNTIL YOU REACH THE SEALED ENTRANCE OF OPERATION VIGIL HEADQUARTERS.

OPERATION VIGIL



FIGHT PAST CREATURE SPAWNS AND REACH OPERATION VIGIL'S SOLE SURVIVOR. GET A STATUS UPDATE ON OPERATION VIGIL. THEN HEAD BACK OUT TO THE RUINS.

AL-KHALI



RETURN TO THE RUINS AND REUNITE WITH THE REST OF JERICO. NAVIGATE THE SNAKING PATHWAYS OF THE RUINS AND HEAD BACK INTO THE RESEARCH FACILITY.

GREEN



LOCATE MURIEL GREEN AND ESCAPE TO THE RUIN'S SURFACE.

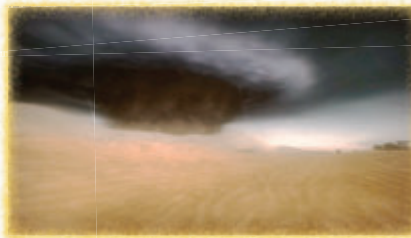
MAN DOWN!



RUSH THROUGH THE RUINS ONCE MORE UNTIL YOU REACH THE BLOOD SACRIFICE ALTAR.

AL-KHALI, CURRENT TIME

THE DREAM



Capt. Devin Ross is not unaccustomed to having nightmares; it's part of the job. Having faced fiends, ghouls, and all manner of mutants, Ross has seen his fair share of the paranormal. Ross is a member of Jericho squad,

an elite unit of superpowered, supernatural superheroes. Except these superheroes don't get parades, medals of honor, or even a

proper burial when they fall on the secret battlefields where they wage war.

These soldiers endure all the horrors that the rest of the world closes its eyes to. Ross fights the Cultists so that Joe Shmoe can sleep better at night and be at work bright and early in the morning.

This nightmare, however, is not like the others. This is a haunt he has not dealt with before. A strange childlike creature guides him through the desert. In any other circumstances, a child would be part of a sweet dream; perhaps a dream of *his* childhood. Devin Ross knows better, however. He knows that even a child can possess great evil and this dream child is no different. There is an ominous air about it.

Just as the child leads him through the desert toward a distant sandstorm, the phone rings and Ross is ripped from his dream. He will soon come to find that this dream is definitely not like the others...



THE STORM

"...and God created The Firstborn in his own image. An entity neither male nor female, dark nor light; a singular being that was both beautiful and terrible to behold. Disturbed by the power of his creation, God left it unfinished, banishing The Firstborn from reality to the Abyss, forsaken and unloved. In its place, God started fresh, the slate wiped clean. He divided his next creation into two sexes, gave it intellect, reason, emotion. He gave is the gift of love. He gave it a soul."

—Biblical Apocrypha, Gnostic texts



Captain Ross was soon on a helicopter headed toward the desert, sent to investigate a strange storm centered on the godforsaken city known as Al-Khali. Over the centuries, Al-Khali had gained a reputation for being

the cause of 4,000 years of bloodshed and human conflict. Tyrants, conquerors, and madmen alike have all fought for Al-Khali, possibly the world's oldest known city. Today, DOW has set up a research facility in Al-Khali, the headquarters of Operation Vigil.

En route to Al-Khali, Ross receives intel on Arnold Leach. Once prominent in DOW, Leach has formed a sinister organization known as the Brotherhood of the Dark Rapture. Its goal is to gain entrance to Al-Khali, and it recently attacked the research facility there. Ross's mission is to investigate the ruins, intercept Arnold Leach, and neutralize his forces before they gain access to the damned city.

Just as the helicopter is about to touch down, the storm winds force it to land just outside the city walls. Jericho squad is forced into action.

TO THE EYE OF THE STORM

CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE



Before setting out on a destructive rampage, stop to get acquainted with the controls. Locate the eye of the storm in the distance and, as the on-screen prompts suggest, walk toward it while looking around to take in the surroundings.



Pass the large fallen statue, its head, broken in two, by the wayside. Navigate past the fallen debris. Past the fallen statue head, turn right and trek through a stone archway as the lightning in the distance marks your destination. As you trek deeper into the Al-Khali ruins, you receive the research facility's final transmission. Even the transmission's garbled static can't hide the terror in the transmitter's voice.

FROM THE MIND OF CLIVE BARKER...

Leave it to Clive Barker to begin a horror story in the wastelands of the desert known as Rub' Al-Khali—in English, “empty quarter.” Even today, the Rub' Al-Khali is shrouded in mystery. Once part of a prominent trade route, the area has, over millennia, fallen victim to severe desertification and become an uninhabitable wasteland.

Its greatest mysteries, however, are hidden deep beneath the sands. Not only can man not dwell in the desert of Rub' Al Khali, but even traversing it can be fraught with peril. Its only inhabitants are arachnids, rodents, and possibly hostile other creatures.



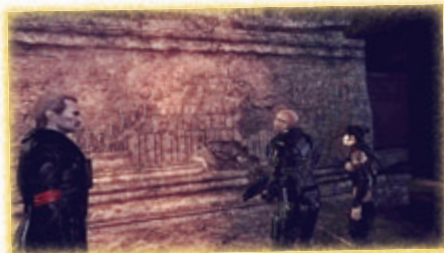
Upon reaching the large, faceless statue head on the right of the desert path, take note of the small stone doorway just beyond it.

Approach the stone passageway and allow Lt. Abigail Black to use her telekinetic powers to break through the stubborn stone door. When the door is a pile of rubble, slowly creep inside the darkened tunnel.



THE TOMB

Ruins of Al-Khali, Middle East. The Department of Occult Warfare has sent in Jericho team—a seven-man unit trained in both conventional and occult warfare—to investigate. All attempts at contacting the outpost inside Al-Khali have failed. With tensions already running high in the region, this is the event that could trigger the Apocalypse...



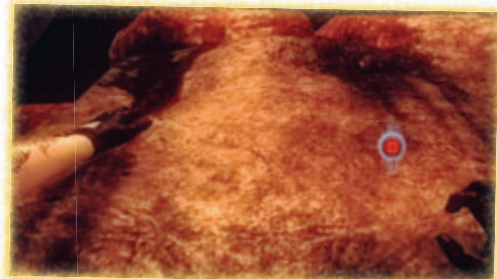
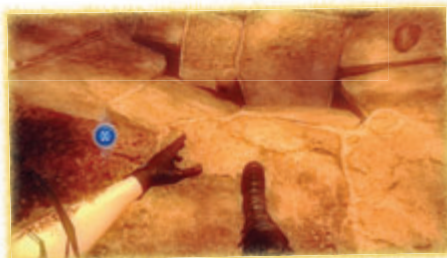
Beyond the dark tunnel is a tomb with walls lined with mysterious glyphs. Large murals of Sumerian artistry mixed with Aramaic scribbling tell of a gateway to paradise that can only be unlocked by the souls

of the innocent and the blood of gods. Just as Jericho squad mates attempt to make sense of the ancient writing, the walls around them begin to crumble.

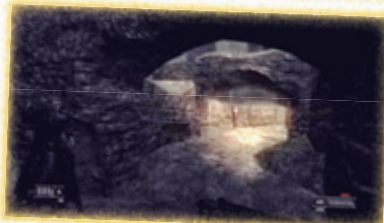
They spring to action, running deeper into the tomb, only to find they're treading over unstable ground. The floor shakes, the stone beneath them cracks, and suddenly the ground crumbles.

DEEPER INTO THE BLACK

Just as the floor gives way, follow the onscreen prompts to leap over the newly formed chasm. If you fail to press the correct buttons, you'll fall into the abyss. In that case, you'll have to press a new sequence of buttons to climb to safety.



With a large gaping hole behind you, turn your flashlight on and press onward toward the small aperture in the wall ahead. Creep up the stony steps beyond, your flashlight guiding the way, as the tunnel wends its way to the left and into a large, bloodstained chamber.



Take the stairs on the right of the bloodstained room and follow them upward, toward the stormy sky. Outside, among the ruins of the lost city of Al-Khali, shine the torch to your right and continue following the path past a large crater on the left.

Bravely trek into the pathway on the right, under the stone archways, as the torches ahead light the way. At the end of the arched passageway, as the path turns left, train your weapon on the three figures at the far end. Watch the figures as they stumble clumsily toward your squad. They will ignore

all warnings to freeze, so open fire carefully, aiming the barrel of your gun at their heads.



Be careful, soldier! These creatures may stumble awkwardly toward you, but as soon as they catch a whiff of blood, they'll be all over you. They're deceptively speedy and frighteningly accurate with their blade arms. Once false move or even slight hesitation on your part, and you're skewered Jericho.



In the event that a Cultist manages to reach you and engage you in close-quarter combat, use your melee attacks to fend him off. By repeatedly pressing the melee button, you can string together short melee combos and inflict major damage on the damned fiends. Know this, soldier: It won't be the last time you do this.

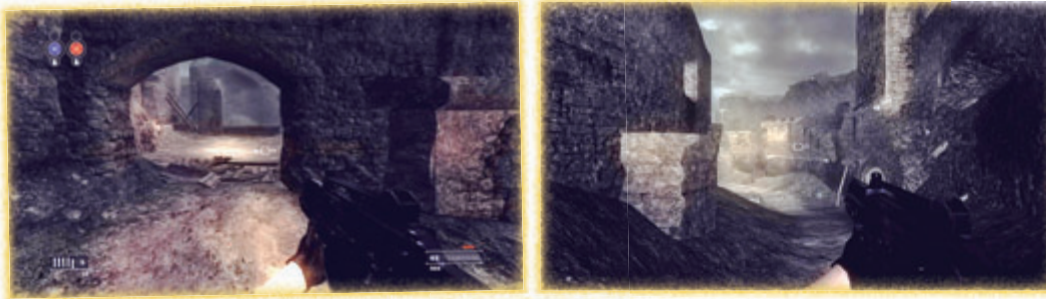


CHECKPOINT REACHED!



NOTE

Checkpoints are immensely helpful. When you reach a checkpoint, you replenish your ammunition and establish a respawn point. If you perish after reaching a checkpoint, you automatically revive at the last checkpoint you encountered.

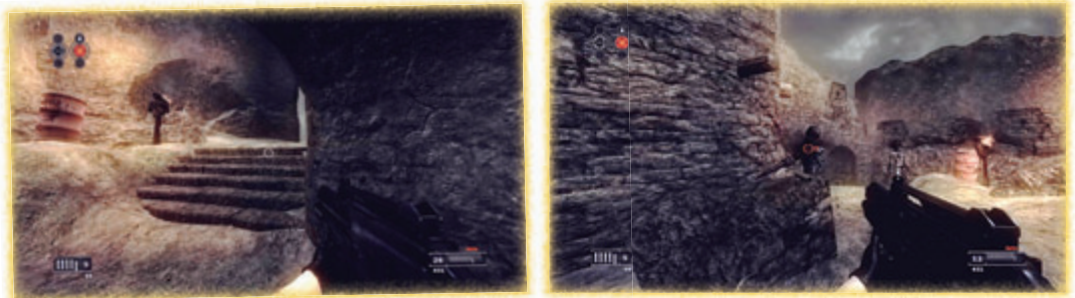


As the bladed fiends crumble into dust and are taken away by the flies, continue your search of the Al-Khali ruins. Tread up the sloping pathway from where the Cultists emerged to the stone archway on the right of the path. Once on the other side of the arch, the Omega and Alpha squads split up.



With Alpha squad on its own, do an about-face and carefully navigate the slope down to a small stone tunnel. At the end of the tunnel, issue orders to Omega squad to head in to the clearing beyond the tunnel and hold position. Once Omega is in place, edge out along the far wall and turn to face the next arch on the left. As soon as the Cultists come rushing at you, open fire and blast them back to hell! Your position grants you a tactical advantage, so hold it until no more Cultists pour through the stone arch.

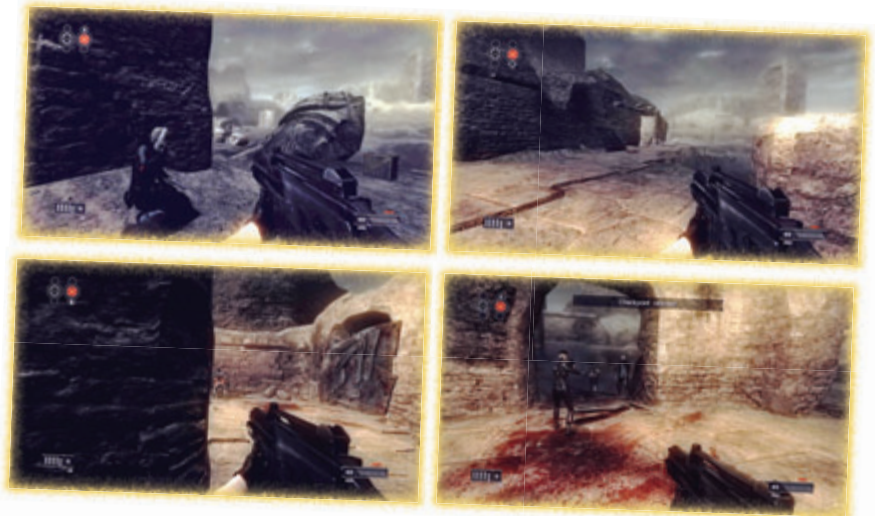
Carefully proceed beyond the stone arch from where the Cultists attacked and hug the left wall as you exit. Rush to the large fallen statue head on the right and take position between the statue head and the small stone slab in front of it. Immediately turn around, pressing your back against the statue head.



As you do, a pair of Cultists attempts to ambush you from behind. Let your squad mates handle one as you riddle the other one with bullets from behind the safety of the small stone slab. Once the followers are fly food, turn back toward the fallen head and continue.

Follow the torch-lit pathway as it leads you right, along the edge of a nasty precipice. At the end of the path, to the left of a large stone gateway, is a room with a Cultist. It has its back to you as it revels in torturing a helpless soul.

Skirt the left edge of the stone gateway just far enough to get a clean shot at the mutilator's head. Open fire on it and hold the trigger down until the Cultist is no more. With the room ahead clear, go inside. Allow Black to use her telekinetic powers to bust down the large wooden door, and proceed deeper into the ruins.



CHECKPOINT REACHED!

On the other end of the broken wooden doorway, follow the path on the right. As you do, you hear an ominous voice, welcoming you. Just then a small

child, shrouded in a dark mist, appears ahead. When you approach the child, it dissolves into a slippery black mist and reappears farther along the path.

Carefully follow it, keeping your gun trained on it at all times. The ghost child leads you into a small stone tunnel with a lone torch burning at its end. Inside the tunnel, order Omega squad to take a position just in front of the torch, where the tunnel turns left. Once they've taken position, join them and immediately open fire on the Cultists that flood in from the tunnel's left. Take advantage of Church's Blood Ward technique and focus your fire on incapacitated enemies to finish them off quickly.



As soon as the waves of Cultists have ceased, turn left into the tunnel. As you exit, turn right. Send Omega Squad ahead of you to take on the first wave of Cultists outside.

When they rush, drop back into the safety of the tunnel so that the Cultists can't flank you. Open fire on them as they approach. If a Cultist manages to get too close, aim for its head and fire your secondary weapon to decapitate it.

Charge ahead, past the torch on the right, and make a left into the darkened pathway. Flick on your flashlight and make an immediate right, toward the pitch-black alley.



The alley sits directly in front of an open courtyard. Turn left in the alley and into the courtyard, where a single torch burns bright. Approach the large, sealed circular gateway in the courtyard and wait while Church opens the seal. Keep Black and Church behind as a precautionary measure while you and Rawlings venture inside.



OPERATION VIGIL

The lost city of Al-Khali is caught within a box of extremely virulent evil. Today, there are a handful of ruins beneath the desert sands, but this place has been in existence throughout some of the most significant civilizations in history, many of which were oblivious to the tremendous power that lay under their very feet.

Inside the Al-Khali research facility, a large research team monitors the area for supernatural activity and maintains a vigil over a unique dimensional rift specific to Al-Khali. If the dimensional rift has weakened, a breach can occur and lead to disastrous effects on this world. By the looks of the immediate area, the Al-Khali research facility has been severely compromised. The interior is littered with fallen rocks and rubble.

Jericho's main objective now is to locate the research data and determine whether Leach has compromised the seal. If he has, Jericho squad will have to take precautionary measures to limit the fallout.

BROKEN VIGIL



Slowly creep into the facility. Hug the left wall as you edge deeper and deeper into the Operation Vigil headquarters. When you reach a small stone bridge, cross it and turn right at the far end. Press yourself against the railing and locate the steps beneath the bridge. At the base of the steps far below is a lone Cultist torturing



some poor wretch. Open fire and eliminate the fiend before he makes it up the steps.

Return to the other end of the bridge and take the stairs to the right. Follow the stairs down, past where you recently slaughtered the Cultist, and into a large red glowing tunnel. Exit the red tunnel and emerge in a large monitoring area of the facility.



As you exit the tunnel, the large blast doors close behind you. There's no turning back now. Ahead of you, a small woman

cowers behind a pile of crates. She's paranoid and extremely agitated. Her gun is pointed directly at you and she refuses to listen to reason.



After a short, yet suspenseful exchange with Rawlings, the young girl, Muriel Green, settles down and lowers her weapon. She explains that Leach and his Brotherhood of the Dark Rapture have already opened the breach. Before you can get any more vital intel, Jones radios for backup. He and the rest of Alpha Squad are pinned down by hostiles at the northwest corner of the dig site outside. It's time to move!



Dash up the steps to your immediate right. To the right of those steps is a large blast door, and it's open. Go inside and turn left into the dark.

Switch on your flashlight and locate the steps on the left.

Go up the steps into a long stone tunnel with a large circular seal at the end. Approach the seal to exit back into the dig site.

AL-KHALI

Outpost Vigil; established to investigate the unusual activities of The Box during the second world war. The allies knew that the Germans, led by the Thule Society, were carrying out extensive excavation work on some mysterious ruins without any apparent reason...

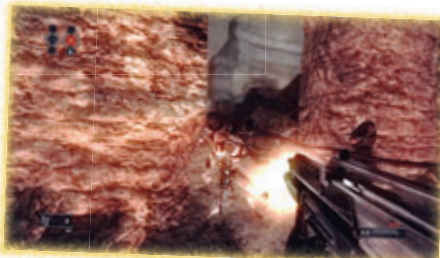
Outside the research facility, at the site of the dig, you're reunited with Black and Church. Storm out toward the torch in the distance and make a right through the large hole in the stone wall.



Turn left beyond the wall and send Omega squad ahead of you to intercept any enemies. When a group of fiends attacks, immediately engage them and make short work of them with headshots from your secondary weapon. Chances are that one of the Omega squad members fell as you sent the squad charging ahead. If so, revive that member before continuing.



To revive a fallen comrade, walk up to your team mate and stand near them. Once you're close enough, follow the onscreen prompt to get them back in fighting shape.



Send Omega squad ahead, past the next set of arches, and slowly take up the rear. As you cross the arches, another group of Cultists attacks. Keep close to the rest of the Omega squad mates and watch their rear.

Cultists attempt to ambush you from behind, and they might be successful if not for Church's Blood Ward technique. Use your secondary weapon at close range to finish off enemies trapped in Blood Ward, then turn your primary weapon on enemies in the distance.



Once the coast is clear, march down the path and up the stairs ahead. At the top of the stairs, engage the Cultist that rushes you and shred him with your secondary weapon. Leave him to the flies as you approach the arch on the left.

CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE



As you approach the arch, a large explosion beyond it sends debris flying in your direction. Luckily, the debris lands harmlessly at your feet. It sounds like something interesting is happening just beyond the arch. Investigate and slowly edge deeper into the ruins of Al-Khali.

Go down the passageway to the rest of Jericho squad. There, Alpha squad is pinned down by encroaching Explosive Cultists. First eliminate the approaching cultist by firing on its yellow pustules and detonating it.

Once the Exploding Cultist is eliminated, help Rawlings revive the rest of Alpha squad and regroup.



NOTE

The skull icons always indicate that a team member has fallen. If you see one, follow it to rescue your comrade. Don't rely on these to lead you on your journey. Besides, you don't want to see these, soldier!



CAUTION

Don't be fooled by the slow lumbering walk of the Exploding Cultists. They are among the most dangerous enemies you'll encounter in The Box. They have razor-sharp scythes for arms and can self-detonate when they get within killing distance. Even worse, if you pop their pustules while they are too close, they'll detonate and take you along with them!



With Jericho at full strength, eliminating the rest of the approaching cultists should be no problem. Simply order Alpha squad to take one side of the open courtyard while you and Omega squad take the other. Keep your back to the wall and fire on one foe at a time.

Because the Exploding Cultists can eliminate your allies as they die, you'll have to be Johnny-on-the-spot when a teammate falls. Stay alert and revive squad members immediately to keep your force at full strength. With the courtyard clear, approach the planks of wood that block the next arch and knock them down.



CHECKPOINT REACHED!



On the other side of the wooden planks is a long U-shaped passageway perfect for an enemy ambush. Unfortunately, there's no way around it. March down to the bend in the U and order Alpha squad to take position at the center of the next pathway. Then order Omega to hold at the base of the U-bend.

Once they're in place, get into position between the two squads, hugging the left wall for protection from direct fire, and prepare for all hell to break loose. When it does, focus fire on the far end of the passageway, leaving the base of the U-bend to Omega. Once the first wave from the far end has fallen, turn around and face the bend in the passage and peek out (still staying close to the wall, now on your right) and open fire on the enemies behind you.



Continue moving up the passageway away from the U-bend and follow the path until you reach a large clearing with a busted building in the center. The building's interior is covered in flesh and blood. Beyond the room is a wall with two large arches.

Order each squad to take positions to the left and right, just beyond the two arches, and stay behind to watch their backs.

FROM THE MIND OF CLIVE BAKER...

Did the bloody room surprise you? Good! One of the many characteristics that distinguish a Clive Barker creation from other horror-fests is Barker's ability to embrace gore. Barker's use of flesh and blood isn't gratuitous, by any means, but it is a way to anchor his world of fantasy in what is real and tactile. It's a way of showing what is known to be there, but is rarely seen—a notion that also helps mirror his fantastic worlds and parallel universes.

Exposed flesh and blood are also powerful visual stimulants that evoke a deep emotional response from viewers.



As soon as you go through the arches, Cultists spring up from the ground and Exploding Cultists pour in from the surrounding area. Let Delgado set the enemies ablaze while you pick them off from the safety of the arch-laden wall.

If any Cultists get within striking distance, fire your secondary weapon at their heads and pop them as soon as possible. Don't detonate any Exploding Cultists or you'll be rotting meat in no time.

Drop as many Cultists as you can, and turn your attention to any Exploding Cultists that are on fire. If they're rushing at your unit, immediately put them down before they explode all over you.



With the fiends ahead of you down, turn back in the direction of the bloody room and survey the area for more enemies. Chances are, a few more Exploding Cultists are waiting to sneak up on you. Turn the tables on them, soldier, and bust them open with a few shots of your primary weapon.

After clearing the area behind you, head back through the arches and help Jericho fend off a few more waves of enemies. If you need to, stay near the wall, peeking out with your weapon to pop any that try to sneak up on you again.





Once all enemies are dead, survey the area for fallen comrades and revive them. Navigate past the ruins on the left and proceed through the next set of large arches.

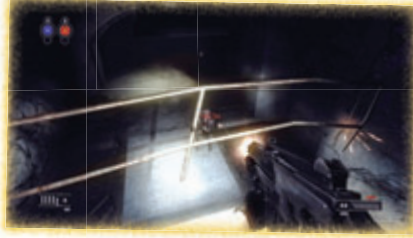
On the other side are more ruins. These, however, are devoid of any hostile forces, so saunter in confidently. Locate the breached circular seal on the left and go through.

GREEN

Arnold Leach knows all too well what tactics the Jericho team will use to track him down. Carefully, he chooses someone to infiltrate DOW from the inside, to feed him information he needs to be one step ahead of the Jericho team. He knows that they'll use data gathered by Muriel Green to track him down, and he can't let this happen...



Back inside the research facility, the lights have gone out and the facilities are in shambles. Someone, or something, has recently ravaged the area and taken no prisoners. Slowly creep out of the darkened room from which you entered and set foot on the metal floor of the facility ahead.



As you do, a Cultist rushes toward you from the depths of the facility. Open fire on it and pop its head when it's within range. Even though you've taken down one foe, don't rush out just yet. Allow your squad mates to take a defensive position behind the two pillars ahead of you.

As soon as your team members are in position, more Cultists and Exploding Cultists emerge from the darkness. Your two team mates hold them at bay near the two pillars while you and the rest of Jericho shred the enemies from afar. Keep a steady stream of fire on the enemies and focus fire on one enemy at a time to maximize damage. Rush past the two pillars and peer over the railing at the end of the walkway. Secure the area by firing on the enemies below before they make it up to your position.



If the minions move too quickly, issue a hold command on your squads at the top of the stairs on the right. There, they can hold off any Cultists or Exploding Cultists that attempt to rush up and attack.



Send Jericho team down the steps and follow behind as you shred any Cultists in your way. If you encounter an Exploding Cultist, back away before it explodes all over you. It may not seem conducive to a team mentality, but let the other members of Jericho Squad take the brunt of the cultists' explosions. That way, you can heal them and continue your mission. If you fall, there's very little chance that your team mates will make it to you in time to revive you.

Reach the base of the stairs and reload your weapon if your cartridge is low.

CHECKPOINT REACHED!



Venture into the darkness ahead and emerge on the other side of a tunnel. When you reach the research facility, you find that Muriel Green has been utterly mutilated by some sick bastard. Her body lies at the base of the steps—a bloody, nearly unrecognizable mess. If not for her uniform, she would look like any other dead creature.



Suddenly, as you stand above Green's body and mourn her untimely death, a wave of Cultists and Exploding Cultists rushes Jericho team like kamikaze warriors. Do an immediate about-face and open fire on the nearest fiend.

Retreat to the top of the nearby stairs.

From the top of the stairs, you can gain a tactical advantage on the approaching fiends and rest easy knowing that none will spawn from the platform behind you. Stand your ground and mow them down as they approach.



As the waves of fiends subside and give way to relative tranquility, Cole is able to tap into the research facility's computer. She detects a sizable breach and realizes that Leach has recently created a temporal fold.

Leach's blood sacrifice was successful in creating a breach. Cole not only detects the location of the breach, but is also able to detect something penetrating it. Something is coming through the breach. Time to buckle up, soldier.

Leave the platform with the computer station and walk around the catwalk to the rear of the computer station. Slowly tread up the steps behind the platform and toward the large black seal at the end of the corridor.

MAN DOWN!

Sumerian mystics that seek to protect humanity have always kept seven warrior priests at the ready should The Firstborn return. Each time, this ancient order is sent into The Box to confront The Firstborn. Somehow each previous team has succeeded in closing the rift, at a price...

Back out in the ruins of Al-Khali, the air is stale. The silence is broken by a raspy voice resembling a death curdle. It's Leach. He taunts the Jericho squad from the safety of some unseen hiding place. Or perhaps he is all over, now transformed into a ghastly creature like the ones that inhabit the damned city.

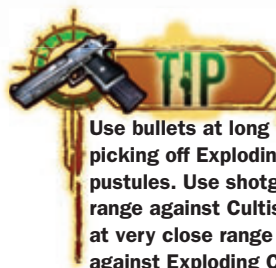
Ignore him and slowly press forward until you reach a broken stone wall on the left. Turn your weapon on the small army of fiends approaching from the left and let the sons of bitches have it!

After surviving the first wave of believers, dash past the broken wall until you reach a decaying building along the right of the path. Slowly creep around the building to locate the next batch of bad guys and dispatch them quickly. Use the portico in the rundown building for cover while you whittle down the number of hostiles. When it seems their numbers are dwindling, leave your cover and blast your way up the path until you reach a right turn in the road.



Once again, mow down the approaching Cultists in the distance. The quicker you cut them down, the less damage they can inflict on your team. When Exploding Cultists show up to the party, switch your focus to them and pop them while they're not in close proximity.

Danger averted, follow the path as it twists and turns past torches and torn-down buildings. At the final turn in the road, you're met by more menaces. Pop them as you did their brethren and make short work of them before they make brethren out of you.



Use bullets at long range, or for picking off Exploding Cultists' pustules. Use shotguns at close range against Cultists' heads, or at very close range (last resort) against Exploding Cultists.

CHECKPOINT REACHED!



Reload your weapons and proceed farther into the ruins. As you slink past more crumbled walls and broken buildings, you must endure more and more waves of undead creatures.

Carefully navigate the ruins, sending Alpha squad ahead of you. If

they encounter resistance, join them and provide back-up fire. If they don't encounter any enemies, send them farther ahead until they do.

After traversing a long, high-ceilinged arched passage, make a sharp left before reaching the crater ahead. Once again, the path turns hostile as Cultists lunge at Jericho squad from the surrounding rubble. Blast them with short bursts of your primary weapon and, if they get the jump on you, single blasts of your secondary weapon.

As the path snakes back and forth between the ruins, keep Alpha squad at the point to intercept any hostiles. Upon reaching an incline in the path, another wave of Exploding Cultists and Cultists makes another stand and unleashes hell on Jericho team.

Finish them off quickly before returning to the snaking path ahead. The final turns in the path lead to a large circular clearing flanked by several large beastlike statues with human heads. Lock and load, then head down into the open clearing. The fun is just about to begin.



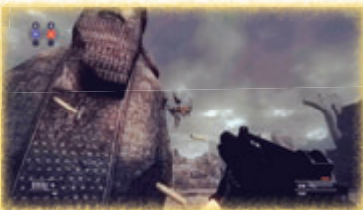
CHECKPOINT REACHED!



The clearing is the site of Leach's blood sacrifice...and the breach. It seems empty of any hostile presence, but Leach makes his voice heard once more. As he preaches on about higher powers and lofty ideals,

Jericho team surveys the area for hostiles. In no time, they find what they're looking for. Only this time, they don't rise from the muck-riddled earth, but descend from the blackened sky above.

Engage the Flying Cultists as they dive down and attack Jericho. Rush around and heal any fallen team members, then immediately return your attention to the sky. Once the final Flying Cultist's wings have been clipped, Rawlings takes advantage of the silence to explain the real reason behind Jericho's existence. Operation GodSeal is Jericho Squad's true purpose.





While Jericho waxes philosophical on Firstborns and Gnostic texts, a dark mist begins to emanate from the center of the sacrificial altar. The mysterious child being materializes from the dark cloud, its voice simultaneously sweet and sinister. It sounds like both man and woman, human and beast.

It pleads with you to set it free, and you involuntarily climb atop the altar, as if drawn by an invisible rope. As you do, the child disappears and a thunderous black cloud appears. Blue lightning strikes in all directions! It's the breach!

Arnold Leach swoops down and furiously slashes at you!

Helpless, you faint. As the life slowly drains from your body, you can see another mysterious flying creature in the distance, hovering over Delgado's shoulder. But there's nothing you can do. Your life slips away and you're inexplicably pulled...toward Delgado.



Next thing you know, you're looking at yourself from Delgado's point of view. You see your body, lifeless, on the altar. Suddenly you remember the flying Cultist over Delgado's shoulder. You turn just in time to place on bullet in the foul creature, sending it reeling back.

Without a second thought, the rest of Jericho squad reassumes the mission. Led by Rawlings, you, as Delgado, and the other team members run headlong into the breach.



REVISITING THE PAST

Jericho team survived the ruins of Al-Khali. Not all is well, however, as their leader, Capt. Devin Ross, fell in the line of duty. His death will not be memorialized or even acknowledged.

But what does it mean to die in The Box? Though his body is now an empty, decaying shell, Ross's spirit endures inside of Frank Delgado. The other members of Jericho are unaware of their captain's spiritual existence, however, and they must move forward. With a fortified will and vengeance in their hearts, the six remaining members of Jericho leap into the temporal distortion. Their destination: unknown.

FIGHTING A NEW WAR

STILL WITH YOU



JERICO TEAM MATERIALIZES WHOLE FROM THE BREACH. THEIR NEW LOCATION IS AN ABANDONED FACILITY RIFE WITH CULTISTS.

THE PATH OF SOULS



THE BATTLE TAKES AN UNEXPECTED TURN AS JERICO ENCOUNTERS A NEW ENEMY.

BLACKWATCH



AFTER A SERIES OF INTENSE FIREFIGHTS, THE JERICO SQUAD ENCOUNTERS THE SMALL CHILD CREATURE ENSHROUDED IN BLACK MIST. THE ENCOUNTER DOESN'T LAST LONG AS JERICO IS UNITED WITH THE MEMBERS OF BLACKWATCH.

AMBUSH



REUNITED WITH BLACKWATCH, JERICO HAS A BRIEF MOMENT OF REST. BUT IT DOESN'T LAST LONG AS THE SEARCH FOR THE BREACH CREATED BY LICHHAMMER STARTS IN EARNEST.

FLAMES OF ANGER



AS JERICO AND BLACKWATCH DRAW NEARER TO LICHHAMMER AND THE BREACH, RESISTANCE INCREASES SIGNIFICANTLY.

EXORCISM



A DIVIDED JERICO SQUAD HUNTS DOWN LICHHAMMER. THE SEARCH LEADS THEM THROUGH THE BOWELS OF LICHHAMMER'S COMPOUND.

BRANDENBURG GATE



TO ACTIVATE THE NEXT TIME DISPLACEMENT, JERICO AND BLACKWATCH MUST REPLICATE LICHHAMMER'S TIME BREACH. JUST AS BEFORE, IT WILL TAKE A BLOOD SACRIFICE TO TRIGGER THE EVENT.

WORLD WAR II, 1942

STILL WITH YOU

Ross is dead. In *The Box*, however, death has a different meaning...



As Jericho squad clears the breach and gathers its bearings, Rawlings takes stock of the remaining members. You, meanwhile, glimpse the complexity of your situation: disembodied, dead, a ghost? Regardless, you let the team know that though your body rots in Al-Khali, your spirit dwells in Frank Delgado.

Ever the vigilant team member, Rawlings is quick to act. He challenges you to link with Abigail Black. Do so, and take control of the sniper. Take point and lead your team to the barricaded doorway down the hall.



Use your telekinetic power to bust down the door and reassume control of Delgado. Activate Ababinili, Delgado's snakelike fire spirit, and take point. Lead Jericho team deeper into the dark recesses of the abandoned facility, but keep your fire spirit active until you encounter a follower.

When a foolish Cultist rushes out to attack, Ababinili meets him head on. The fire spirit engulfs the enemy instantly; when it does, open fire on the foul creature and finish it off. Another Cultist rushes out, this time keep your weapon trained on it—Ababinili will need time to recharge—and decimate it before it gets too close.

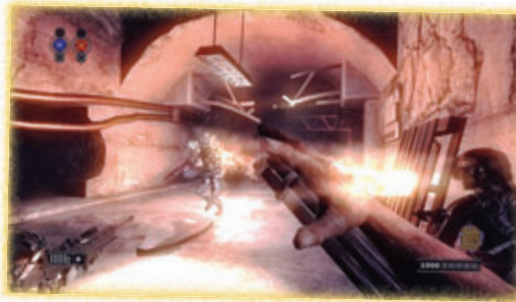


FROM THE MIND OF CLIVE BARKER...

Barker isn't one to draw solely from one well. In crafting his dark fantasy landscapes and weaving together his horror stories, he doesn't rely on just one school of supernatural thought but draws instead from multiple areas of the fantastic.

For example, rather than basing his tale simply on Gnostic texts and biblical stories, he also calls on Native American (Chickasaw) mythology. Sgt. Frank Delgado's serpentine fire spirit, Ababinili, is drawn from actual Chickasaw legend. According to Chickasaw mythos, Ababinili is the fire spirit and can often be represented by the sun.

Once Ababinili is fully recharged, activate it once again and take point. Carefully trudge up the steps and turn right at the top. As you do, another Cultist springs toward you, its blades thirsty for blood. Unleash Ababinili on it, and watch the Cultist burn. Once again, finish off the fiend with your primary weapon.



Destroy the second Cultist that pops up and order Omega squad to take point and lead Alpha team into the dark red passage on the right. Follow the dark corridors of the facility as they wind up steps, around corners and into bloodstained hallways.



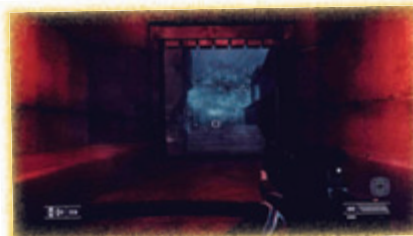
When Church offers her body for possession, take her up on the generous offer and immediately activate her Blood Ward technique. When you do, a group of ghastly Cultists attempts to attack. Blood Ward immobilizes them immediately and makes sitting ducks of the angry believers. Either let Jericho finish them off or run your blade through the defenseless minions.

Once the area is clear, go up the final set of steps straight ahead.

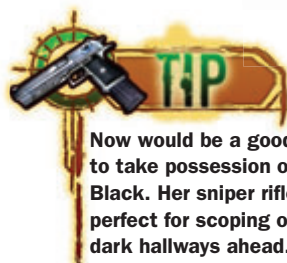
THE PATH OF SOULS

A road made of petrified human remains leads the team closer to The Firstborn. A path of souls stolen by the darkness of The Box.

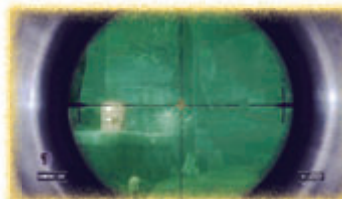
Before exiting the abandoned facility, do as Cole suggests and leap into her body. Get yourself acquainted with her abilities and, once properly briefed on her special Infinite Loop ability, lead Jericho team out the doorway on the right. Head up the small steps to the stale night air and round the corner, where you will see a nearby stronghold with barbed-wire fencing.



A group of Cultists rushes out from behind the barbed fencing. Meet them head-on and shred them with a few bursts of your automatic weapon. Leave the rotting corpses to feed the flies, and then venture into the stronghold from where the Cultists emerged. The stronghold's walkways are nice and wide; they leave little room to get lost or make a wrong turn. Still, creep around the first corner carefully.



Now would be a good time to take possession of Black. Her sniper rifle is perfect for scoping out long dark hallways ahead.





Follow the walkway straight down until a Cultist bursts out of the ground and launches itself at your mates. Train your scope on its head and fire!



Several more Cultists rise from the earth, so keep your scope on the area ahead of Jericho. Stop only to reload and get your bearings, then reassume sniper duty, soldier!

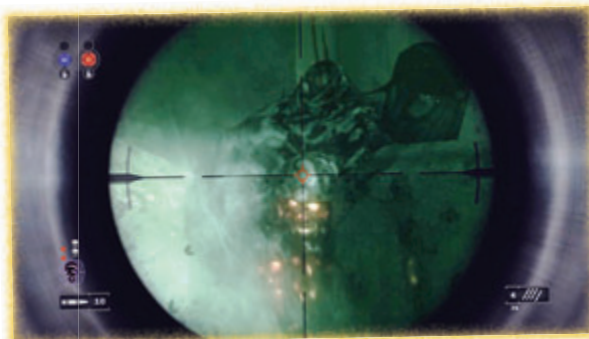
Continue down the dirt walkway and underneath the metal grating. Slowly creep forward and reload.

THE GAUNTLET

The path bends to the right, and leads you directly into an ambush. A large Machinegunner with heavy artillery



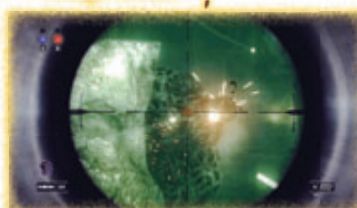
waits just around the bend. Hug the left wall of the walkway and peer around the large stone pillar, locating the Machinegunner's face embedded in its large, grotesque body. When you've got its face in your sights, unload on it.



If any members of Jericho squad were injured in their encounter with the Machinegunner, revive them now and pull back to safety behind the large stone pillar. From behind the pillar, peer around the edge and locate another Machinegunner in the distance. Steady your reticule and unleash hell on it when you've locked onto its face.



If you're having a hard time centering your aim on the Machinegunner's face, aim for its body and use your secondary fire to blast it with a high-caliber round. That'll blow it up nicely.



Be careful not to expose your body for too long. The Machinegunner might be a perversion, but it still knows how to take cover and fire on you with great precision.

CLIVE BARKER'S JERICHO

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The pathway ahead is intermittently flanked by small walls that grant perfect cover. Leapfrog from wall to wall, peering out only to snipe the Machinegunners ahead. Issue move commands to Jericho team only when it is safe to do so, or you'll have a dead squad in no time.

At the end of the path littered with Machinegunners, issue a squad command to proceed under the metal walkway on the left. Send the squad up the steps, which twist and turn through a large stone labyrinth.



At the top of the structure, space gets a little tight. Rather than rely on Black's sniper rifle in such close quarters, switch to Church. Her blade will prove much more useful. Send Jericho squad right, around the first corner turn in the labyrinth, and let them handle the Machinegunner. If they need help, flank the monstrosity and slice it with your blade.

Make a left turn, then a right out of a small stone archway. The arch leads to an open area where a small barbed-wire fence closes off a path lined in flesh and blood. Round the corner to the left, and stop behind the small stone wall for cover. The path ahead is extremely hostile, and only one member of Jericho can brave it.



CHECKPOINT REACHED!



The area just ahead is a small garrison lined with a barbed-wire fence and protected by several armed pillboxes. Switch to Cole and activate her Infinite Loop ability. This slows time for everyone else and allows you to dart past the Machinegunners and reach the pillboxes unharmed.



While Infinite Loop is active, dash around the right of the barbed fencing and up the small embankment to the pillboxes. Dash around the pillbox on the right and sneak up behind it. Locate the small panel on the rear of the box and press the onscreen command to toss a grenade inside. Retreat to the rear of the embankment and get cover inside

the trenches. After Infinite Loop is recharged, activate it and take out the last two pillboxes.

As soon as you've eliminated the threat, the rest of Jericho can join you on the small embankment and engage the remaining Machinegunners. Just as you finish cleansing the area, however, a stray grenade hits you and you get tangled up with an undead creature. Quickly mimic the onscreen prompts to beat the crap out of it and shake yourself free of the creature's vise-like grip.

THE MISSION GOES FUBAR



Just when you think things are going your way, another ominous voice speaks out from the darkness. This voice, unlike the others, has a strong German accent and is decidedly feminine...and old. She warns that unless you join

her army, your souls will pave the way for her triumphs.

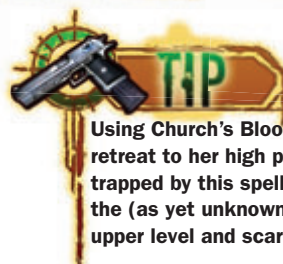
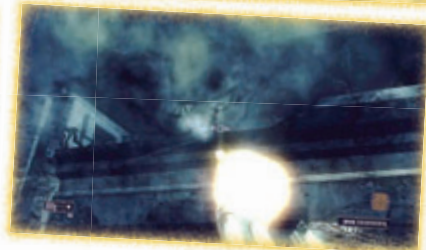


That's when Delgado decides he's heard enough. Rattled by the voice and certain that this is a suicide mission (because no one knows the fate of the previous Jericho squads), Delgado draws his sidearm on Rawlings. Rawlings calls his bluff and Delgado pulls the trigger! Rawlings's bullet wound isn't fatal, and Delgado quickly settles down, as if his actions were a bucket of cold water on his senses. Rather than arrest Delgado, you choose to let things settle down on their own. After all, Delgado's talents are going to come in handy in this hellhole.

Before you can make more sense out of what's happening, a mysterious creature appears on a nearby rooftop. It's the German lady!

When the rest of Jericho has heard enough, they open fire on the old hag. Immediately switch to Delgado and turn your primary weapon on the group of Cultists that appears behind you. The rest of Jericho loses interest in the hag and joins you in mowing down Cultists.

Back away to get some space—don't let yourself be surrounded by the speedy creatures. As you back away, activate Ababinili to char the enemies on the ground and then turn your primary weapon back on the German lady on the rooftop. When she's had enough, she disappears, and the coast is clear.



Using Church's Blood Ward will force Lichthammer to retreat to her high perch, as she does not want to get trapped by this spell. Lichthammer retreats because the (as yet unknown) Blackwatch squad appears on the upper level and scares her off.



With the witch gone, Rawlings offers you his body for possession. Just in time too, as Jones storms into the nearby building and heads straight into the waiting arms of a fiend that cuts Jones down. Use Rawlings's Ghost Heal technique to revive Jones and proceed around the corner, deeper into the building.

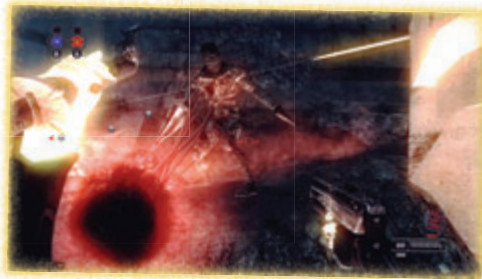
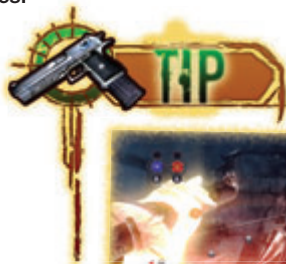
Turn left inside the building and head toward the exit.

BLACKWATCH

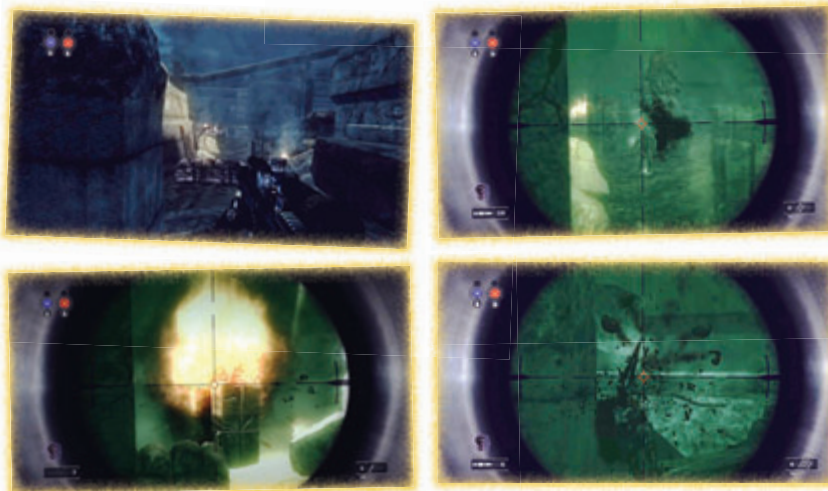
On discovering the German plans for the powers held deep within Al-Khali, the British Office of Strategic Services dispatched Blackwatch, a top-secret commando unit ordered to destroy the psychic German commander Lichthammer.

The exit leads back out to a war-torn stronghold. The razor-wire fencing trickles with blood and the walls are marked by stains from the once living. Follow Delgado out into the stronghold. Storm up the path directly across from the burning tires and take cover behind the corner when the path turns left. At the far end of the trail, a group of Machinegunners and Cultists lie in wait.

Take control of Cole and set your grenades to a two-second delay, then activate the Infinite Loop ability. Once it's activated, tell Jericho to hold position and rush down the path to meet the enemy head-on. You have the advantage, as you're moving much faster than they are. Drop grenades at their feet and rush back to regroup with Jericho before your Infinite Loop ability deactivates.



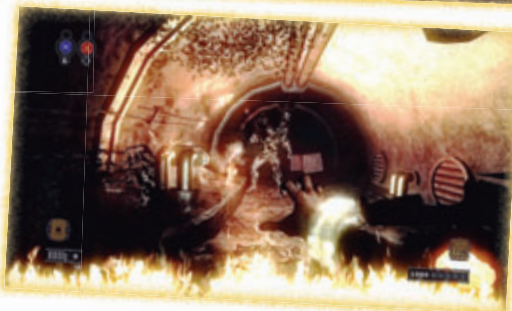
An alternate strategy could be to allow the Cultists to rush toward the team and greet them with Church's Blood Ward technique. Once they're trapped, you can slice and dice them with ease.



Once you've regrouped with Jericho, possess Black and whip out her sniper rifle. Press your body against the left corner and peer out over the side. Locate the next wave of Machinegunners at the far end of the corridor and home in on their bodies. Rather than going for precise headshots, use your high-caliber secondary weapon to detonate them with a single shot.

Back away from the wall and get cover while you reload your secondary weapon, and return to the wall to keep the pressure on the cultists from afar. If any Cultists attempt to rush your position, use headshots from your primary weapon to pop their heads like balloons. Remember to reserve your secondary fire for the larger, more powerful Machinegunners. Once the final wave of ghastly fiends is destroyed, march down the corridor.

CHECKPOINT REACHED!



Follow the corridor down, past broken pillars, a demolished truck and into a pitch-black tunnel. Inside the tunnel are Flamethrowers. Switch to Delgado and use his secondary occult power, Ababinili's Fire Shield.

With the Fire Shield active, rush toward the Flamethrowers and set them ablaze. Behind you, Jericho team lays a powerful suppressing fire that keeps the monsters at bay, leaving you free to heat things up.

CHECKPOINT REACHED!



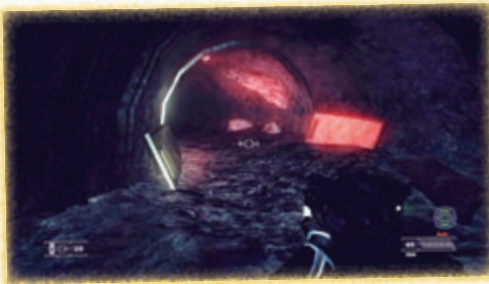
Remain in Delgado's shoes and take point as you follow the tunnel to its end. Slowly trek down the curve ahead and activate Fire Shield one more time. Another pair of Flamethrowers stumbles out of the next tunnel entrance. Meet them head-on and spark the bastards up!

As the two Flamethrowers smolder away, turn around and greet the Machinegunner that pops up behind Jericho team. Light it up, and back away just enough to shred it

with your primary fire. When the Machinegunner falls, Cultists appear from the tunnel entrance. Greet them as you did their hot-headed follower buddies, with a touch of your Fire Shield and a blast from your primary weapon. Hold position behind the sandbags on the right of the path, and switch to Cole and use automatic fire from her primary weapon to clean up what's left of Delgado's mess.

CLIVE BARKER'S JERICHO

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Switch on your flashlight and take point. Lead Jericho into the next tunnel and come out of the other side. As you do, set your grenades to impact

detonation. The moment you step outside the tunnel, the strange child creature appears, once again in a black mist. Two Cultists rush out from behind it and attack. Toss your grenade at their feet and blow them back to hell.

Follow the child as it disappears and reappears further along the path ahead, until it appears on the other side of a locked gate.



Do as Jones suggests and take over his body. Jones's Astral Projection ability is perfect for this situation. As Jones, follow the onscreen prompts to project your body through the locked gate, to the small child.

Look around on the other side of the gate and locate the lever on the rear wall. Activate the lever to open the gate.

With the gate open, Jericho team is free to enter the building. Inside, a paranoid man with a British accent greets Jericho with the barrel of his gun. He is a member of Blackwatch and the closest thing you'll find to a friend inside The Box.



AMBUSH

Blackwatch was sent to seal the breach opened by Hanne Lichthammer and her men. To defeat Lichthammer, they'll need the combined power of the Jericho team.



The members of Blackwatch, much like Jericho team, are defenders sent in to battle dark forces. Blackwatch members fought alongside Aleister Crowley, in fact. Trapped in The Box, Blackwatch has been battling the forces of evil ever since the last breach occurred in 1942.

By now they've managed to gain a deep understanding of how things work in The Box. They explain that if you die, the flies take you away. When you return from death, your sole purpose is to serve The Firstborn.

The Firstborn, stuck in this Pyxis (The Box), has been waiting, drawing hapless souls to it since the beginning of time. Every time some madman attempts to open The Box and is subsequently thwarted by people like Blackwatch, The Box takes a chunk of reality with it, growing bigger, stronger, and more powerful with each and every breach.

As Blackwatch relays the history of The Box, a Machinegunner crashes the party.



TWO TEAMS AS ONE

Dash toward the wall on the right. Take cover and open fire on the approaching creatures. When the first two creatures are destroyed, leap over the wall and rush toward the large opening ahead. Hug the right wall and prepare to engage more creatures before they pass through the opening.



Charge into the building through the opening in the wall and send one of the squads ahead of you. When you come around the second turn, you'll come across a large wall with two tall arches. Issue orders to Jericho to hold, and switch to Cole. Set your grenade to impact (in case you changed it from last time) and toss a grenade at the Machinegunners on the other side of the arches.

Lead a charge past the arches and engage the flamethrower-toting



Machinegunner on the other side. While Jericho handles him, turn around and toss a grenade at the Machinegunner that attacks from your previous position, behind the arches.



Regroup with Jericho and Blackwatch, and activate Infinite Loop. Charge into the fray and drop more grenades at the feet of the remaining Machinegunners. When they blow up, rush into the room where the Machinegunners were holding position and hide behind the wall on the right. Allow

more Machinegunners to come into the room via the

passage at the rear and toss grenades at them as they pop out.

CHECKPOINT REACHED!

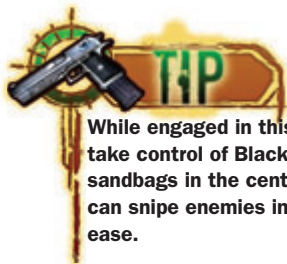


It's no time to rest, soldier! Press on and direct Alpha squad into the next room. Take cover behind the wall on the right and pop out to examine the situation in the adjoining chamber. Scores of hostiles begin to pop up. When they do, set your grenades to proximity, activate Infinite Loop and run into the chamber.



Once inside the next chamber, back away to your previous position, but leave a trail of proximity mines leading into the room with Jericho and Blackwatch. That way, as enemies approach your position, they'll detonate your mines and leave little for your rifle to clean up.

Back in the other room, reassume your position behind the right wall and pick off the enemies as they approach. Endure the firefight, healing teammates if they fall. A wave or two of enemies later, the chamber is clear.



While engaged in this firefight, you can also take control of Black and take cover behind the sandbags in the center of the room. From here you can snipe enemies in the adjoining chamber with ease.



CLIVE BARKER'S JERICHO

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CHECKPOINT REACHED!



Walk through the chamber you've just riddled with bullet holes and into the next clearing outside. There, you're trapped with Blackwatch behind a small perimeter. In the distance you can see a small flashing red light, which indicates the location of a detonator.

Switch to Black and carefully approach the two arches on the right to get a better view of the red light. Once you've got it in your sights, fire a Ghost Bullet and guide it toward the red light to set off the detonator.

The resulting explosion clears a path on the far left archway. Go through and approach the temple you just destroyed.

FLAMES OF ANGER

Lichthammer's minions attack the mosque that Blackwatch have been using as refuge. Covering their escape, Blackwatch and Jericho detonate carefully placed bombs. Jericho needs to find the breach to get to the next time slice.

Continue your trek to the next breach by weaving through the garrison walls. When you reach the path lined by sandbags, hug the wall on the right and prepare to engage more believers.

Switch to Cole and rush to the second set of sandbags, closest to the enemy's position. From there, lob grenades just behind their covered position to inflict major damage. When they come out of hiding, cut them down with your automatic. Leave Cole in place and switch to Delgado. Use Ababinili to attack the Machinegunner grenadiers from afar.

As the firefight rages on and Machinegunners give away their position, slowly move up and take cover behind the stone pillars. From there, open fire on the nearby Machinegunners as they expose their flank.





Keep an eye on the sky, commando! The grenadiers' volleys can be easily avoided if you spot them in time. If you're lollygagging and not paying attention, a single grenade can terminate you ASAP.



Keep the pressure on until only one Machinegunner remains. Then switch to Rawlings and rush the creature. Make Swiss cheese out of it by unloading both your guns.

Storm past the busted water tower and into the little building in the corner. More Machinegunners rush from a nearby hallway. Let Jericho and Blackwatch tear it down before you continue. Navigate the twisting hallway out of the building and back to a large clearing with a water tower near its center.



FIREFIGHT!



The clearing ahead is packed with Machinegunners. Switch to Cole and set your grenades to a two-second delay. Activate Infinite Loop and streak out to the Machinegunner cowering behind the stone pillar.

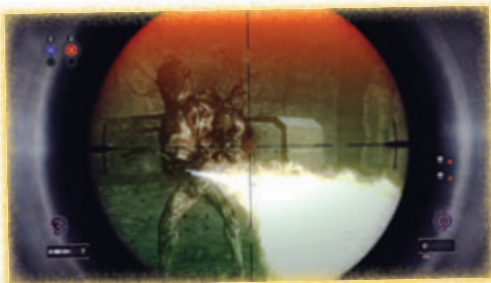


Drop a grenade at its hideous feet and back away to the sandbags near the entrance. When the Machinegunner explodes, possess Delgado and activate Ababinili. Send the fire serpent out on the attack and follow the rest of Jericho into the clearing.

Instead of following the rest of the team, flank the opposing force by attacking them from the raised concrete platform on the right. Sneak up on the fiends lining the corridor in the far corner and open fire on their heads.

CLIVE BARKER'S JERICHO

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Leave Delgado in position and assume control of Black's body. Take out her sniper and focus its scope down the long corridor Delgado is flanking.

Use your secondary high-caliber fire for large enemies, like the Flamethrowers, and reserve normal fire for smaller enemies. Once the area is clear, look around for any wounded teammates.

CHECKPOINT REACHED!

Head down the corridor, now free of hostiles, and follow it to a large building entrance. Don't worry, the building is completely clear. Go in and wind your way through the building until you reach another open area outside.

Outside, switch back to Delgado and unleash Ababinili around the corner to the left. In the distance a small group of Machinegunners approaches. Cut them off by setting them on fire, and open fire on their burning bodies to finish them off.

Back away once the first wave is destroyed and assume control of Cole. Activate Infinite Loop and dash down the path to throw grenades at the next wave of monsters at close range. Back away before Infinite Loop runs out, and possess Black. Take cover around the corner and fire a Ghost Bullet. Navigate the bullet around the corner, cut through several enemies and take note of their positions. If they don't fall to the Ghost Bullet, follow up with sniper fire from afar now that you know their location.



Streak up the path where the Machinegunners attacked from until you reach the base of a fort. Atop the fort are several grenadiers. Possess Jones immediately. He's the only one who can handle this situation.

As Jones, carefully march up to the fort wall, dodging incoming grenades as you run. Find a safe place behind a wall or sandbags and use Astral Projection to place yourself atop the wall, toward one of the grenadiers. Search the area behind the grenadier to locate a fuel tank.

Once you've located the tank, follow the onscreen prompt to detonate the fuel tank and destroy the fort's defenses.



Inside the fort walls, Blackwatch and Jericho decide to split up. One team will create a diversion while the other will infiltrate Lichhammer's compound.

EXORCISM

Whilst part of the Jericho team and the British commando unit stay behind to form a diversion, Rawlings, with Church and Cole, infiltrates Lichthammer's hideout to find out how to get through the next breach.

The compound interior instantly becomes a hotbed of hostility as a Cultist rushes at the team desperately. Train your weapon on the creature and shoot it down before it reaches your team. Behind the Cultist is an Exploding Cultist. Home in on its pustules and pop it immediately, if it reaches your team it can take you all out at once.

Leave the compound entrance and examine the platform ahead. Go to the stairs to the bottom left of your entrance and locate the steps leading deeper into the compound. At the base of the steps are a Cultist and a Machinegunner, mutilating another creature. Toss a few proximity grenades at their feet, then draw their attention. They will charge at you, but will be blown up before they can march up the steps and harm you.



Silently creep down the steps, past the red-lighted stairs, to a long, dark corridor infested by more monsters. As Cole, zoom in to activate your targeting systems and locate the enemies hiding in the dark.

Take cover behind the broken concrete and pop out to fire short bursts at the enemies down the corridor. Drop a few proximity grenades between you and the hostiles. Should any get past your fire, they'll detonate the grenades.



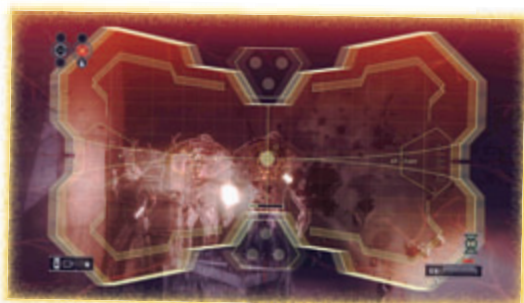
CLIVE BARKER'S JERICHO

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Near the middle of the corridor, along the left wall, is a small flight of stairs. Approach it and booby-trap it with grenades. When you do, another

Flamethrower comes rushing up the steps and into your trap. At the bottom of the steps, the ground floor swings back around in a U-turn. Just as you did above, booby-trap the corner of the ground floor and wait for two Exploding Cultists to, well, explode.

Rush around the corner and peer over the railing into a small red room underneath. Near the right wall of the red room is another Machinegunner. Little does it know that you've got the drop on it. Drop a grenade on its massive form and follow it up with a few bursts of your rifle.



Take the steps to your right and enter another red-lighted corridor where two Machinegunners reside. Blow them up as you did their brothers: lay a row of grenades leading toward you and let the lumbering beasts blow themselves up.

Just beyond the red-lighted corridor is a courtyard lined with the flesh of the dead. It doesn't look good.

CHECKPOINT REACHED!

LICHTHAMMER, FACE TO DISGUSTING FACE



The courtyard doesn't stay quiet very long. Lichthammer finally decides to take matters into her own hands and makes her grand entrance. Of course she travels with an entourage.

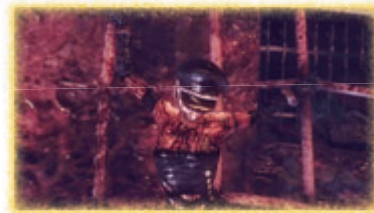
As soon as Lichthammer appears, throngs of Cultists appear with her. Take advantage of Church's Blood Ward and drop grenades at the feet of immobilized enemies. When the courtyard goes quiet again, reload and prepare to engage a second wave of enemies.

If Blood Ward expires before you can finish off the Cultists, drop proximity grenades around you (but far enough away so that they don't blow you up) and let the Cultists step on them. As long as you keep Church alive, her

Blood Ward will do most of the dirty work in this battle. Endure a short battle, taking out Lichthammer's army as they attack. Finally, after Church's Blood Ward traps the psychic commander, the battle is over.

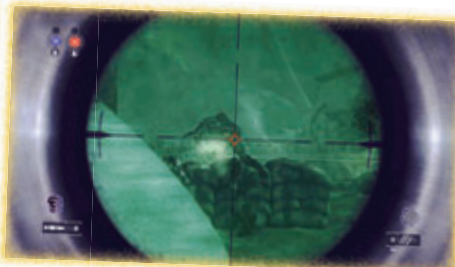
After capturing Lichthammer, Rawlings attempts to exorcise her minions. As he does, rapidly press the onscreen buttons to avoid her attempts to bite your hands.

When the exorcism is successful, it becomes clear that Lichthammer made herself the key to the next breach. Only by spilling her blood on the gateway can you open it.



BRANDENBURG GATE

The key to opening the breach is in Lichthammer's own vile blood. This must be extracted in a blood ritual to allow Jericho to pass deeper into The Box.



Meanwhile, back at the fort, Blackwatch and the other members of Jericho launch an attack on Lichthammer's army. Begin by rushing around the corner to the left and blasting the Machinegunner directly ahead.



Take control of Black and back away from the main battle. Use your sniper to pluck the Machinegunners one by one from afar.

Leapfrog from cover to cover as you get closer to the grenadier at the far end of the corridor. Focus your fire on the grenadier and use Ghost Bullets when they become available to

target its face. If the grenadier refuses to fall, get a clean shot and blow it up with a shot from your secondary weapon.



At the end of the corridor make a right. There, you'll find yourself in another long passage with inbound hostiles at the far end. Treat this passage just as you did the one before it. As Black, stay near the far wall and snipe the grenadiers at the end with high-caliber bullets and Ghost Bullets.

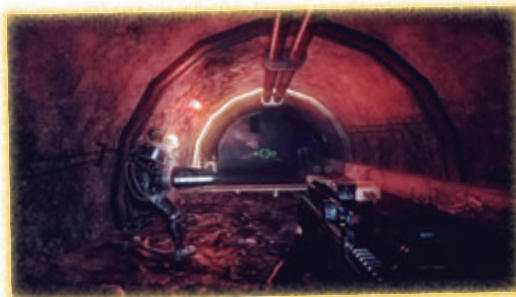


As enemies approach your location, switch to Church and use her Blood Ward to keep them at bay. Slash the encroaching army to bloody ribbons while Delgado and Black take care of enemies at long range.

The encounter is a long firefight, so keep your wits about you and keep switching between Church for Blood Ward, Black for sniping long-distance enemies, and Delgado to set them ablaze as they approach.

After decimating the army in the second corridor, go through the tunnel at the opposite end and arrive at the base of another fort with a grenadier on the roof.

Just as you did before, switch to Jones and find a safe place where you can project yourself to the grenadier. Locate and detonate the gas tank atop the roof to gain entrance to the fort.



Once inside the fort, switch to Church and climb the right side of the gateway. Atop the gate, you're reunited with Rawlings and the rest of Jericho. Slice Lichhammer's neck to spill her blood on the gate.

When you do, the breach is activated and Jericho leaps into the next time displacement.

THE UNHOLY WAR

In their trip across time, Jericho team met and joined forces with their British counterparts of years past, the Blackwatch. Together they tracked down and bested the evil German psychic commander, Hanne Lichthammer. Unfortunately, their trip through time has taken a sick twist. Now Jericho team, with its disembodied leader, ventures into a new landscape, a truly horrible time of holy wars and grail quests.

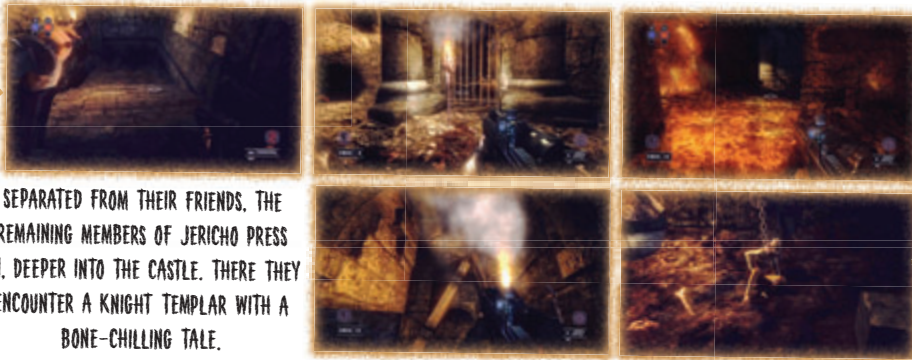
AN UNHOLY QUEST

RIVERS OF BLOOD



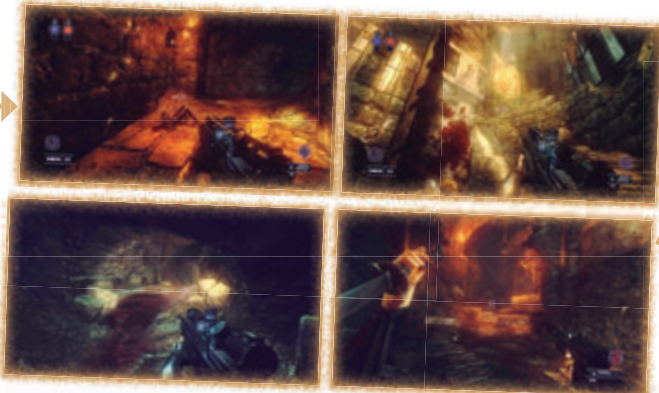
AFTER EMERGING FROM THE BREACH IN A RIVER OF BLOOD AND EXCREMENT, JERICO TEAM CONTINUES ON ITS MISSION AND HEADS TOWARD A DISTANT CASTLE. SOON THE SQUAD FINDS NEW ENEMIES, LARGE AND GROTESQUE, AND MEETS WITH TRAGEDY BEFORE REACHING THE CASTLE IN THE DISTANCE.

MOTLEY CREW



SEPARATED FROM THEIR FRIENDS, THE REMAINING MEMBERS OF JERICO PRESS ON, DEEPER INTO THE CASTLE. THERE THEY ENCOUNTER A KNIGHT TEMPLAR WITH A BONE-CHILLING TALE.

SEWERS



AS JERICO EXPLORES THE SEWERS OF LES INNOCENTS, THEY ARE ONCE AGAIN FORCED TO SPLIT UP. CHURCH VENTURES AHEAD IN SEARCH OF A WAY TO CONTINUE.

OUT OF THE FRYING PAN



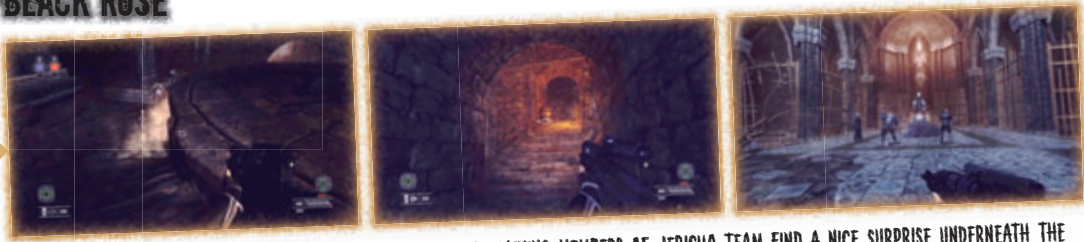
JERICO TEAM, OR WHAT'S LEFT OF IT, BATTLE ENEMIES AT EVERY TURN. CREATURES ATTACK FROM EVERY DARK CORNER AND THE DARKENED SKY ABOVE, BUT NOTHING CAN STOP THEM FROM LOCATING MALTHEUS ST. CLAIRE AND HIS CHILD ARMY.

TORTURED SOULS



TIRED OF TREKKING THROUGH SEWERS, JERICO REACHES A MYSTERIOUS CRYPT. ITS COFFINS ARE CHILD-SIZED, AND SMALL GREEN SPIRITS HAUNT ITS CHAMBERS.

BLACK ROSE



HAVING FOUGHT PAST THE CHILD ARMY'S GRAVEYARD, THE REMAINING MEMBERS OF JERICO TEAM FIND A NICE SURPRISE UNDERNEATH THE TOMBS. THE HAPPINESS DOESN'T LAST LONG, HOWEVER, AS THEY SOON FIND THEMSELVES IN A BASILICA DOING BATTLE WITH THE FALLEN BISHOP, MALTHEUS ST. CLAIRE.

THE CRUSADES, 1213

RIVERS OF BLOOD

The breach opens onto the remains of a river of blood, guts, and human limbs. Above them on a huge bridge, a gigantic Crusader army advances toward the fortress of Les Innocents.



The time distortion spits you out at the mouth of a river of blood. The river has no distinguishing characteristics typically seen in a river; there are no trees by the riverbank, no fish in the water—no sign of any life, for

that matter. It's like an open vein spanning across time, pumping blood from one bloody era to another.



You're in the year 1213, the year of the Crusades. The era where more blood was spilled in the name of God than any other 10 decades put together. You have no real bearing, so the only thing to do is explore the blood-soaked riverbank.

Above you, you can hear the Crusader army's cadence as it marches across the bridge. Ignore the Crusaders and instead turn your weapon on the Flying Cultists that swoop in from above. Either take control of Delgado and use Ababinili to burn down the airborne fiends or activate Church's Blood Ward to slow them down.

Stay on the move as the Flying Cultists circle above you. They'll have a harder time swooping down on you if you're constantly on the move. When they do swoop down, unleash everything you've got on them.

You have a better chance to swat down the winged fiends when they're closer to ground level than when they're high above you.



LET THE CULTISTS COME!

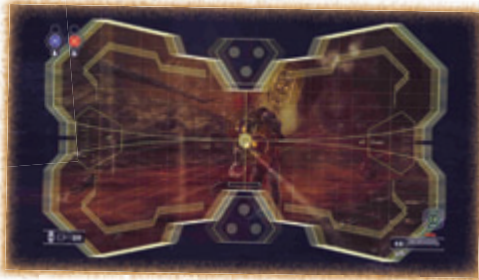


When the Flying Cultists are grounded, switch to Rawlings. Lead Jericho team down the river, past the burning bodies in the river's center, until you encounter several Exploding Cultists in the distance. Take this opportunity to acquaint yourself with Rawlings's secondary power, Vlad's Curse. Use it on the distant enemies to keep your team's health at a high level, while the enemies lose theirs.

Of course Vlad's Curse doesn't work faster than the enemies' feet can move. You still need to destroy them before they reach you or your team, so whip out your pistols and unleash all hell on them. Remember to aim for the pustules or they'll just keep ambling toward you.

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Hold your position and change intermittently between different members of Jericho team to mix things up. When more pustule-riddled filth emerges from the bloody river in the distance, use Rawlings's Vlad's Curse to whittle their health. If they get too close for comfort, Delgado's primary weapon or Black's telekinetic shove will knock them back. Vary your techniques, but do not, under any circumstances, let them get within killing range!



Cole's zoomed-in targeting system is perfect for identifying the Exploding Cultists' pustules.

CHECKPOINT REACHED!



Continue wading through the blood-red murk, passing several impaled bodies ominously perched on the walkways above. As you pass a behemoth ribcage along the riverside, several more Exploding Cultists pop up ahead.

Activate Cole's targeting systems and burst their pustules. This time, the exploding followers are accompanied by high-flying fiend friends. Use Church's Blood Ward to slow down the earthbound enemies while Delgado and Black tend to the Flying Cultists.

FROM THE MIND OF CLIVE BARKER...

Though the notion of flesh pierced by metal is not an original concept, it is one of Clive Barker's signature motifs. Everything from the nails in the Pinhead from *Hellraiser* to various hooks and metal torture devices (typically seen in sado-masochistic practices) make frequent appearances in Barker's dark stories.



Don't skimp on the occult powers here, soldier. The only way to stay alive is to form a perimeter and use all of the powers available to you. Blood Ward, enhanced targeting, Ababinili, and even Rawlings's Vlad's Curse and Ghost Heal help keep the team strong.

Always keep an eye on your ammo and reload early. You don't want to be forced to reload just as a Flying Cultist swoops in for the kill.



After fending off the swarms of believers, possess Black and examine the large pile of stone where the river ends in a drop-off. Use your telekinetic power to dislodge the left side of the rubble and clear a path deeper into the landscape.

CHECKPOINT REACHED!



Zigzag down the large sloping pathway on the other side of the rubble until you reach the base of a large pit. Take note of the large spiked mounds of flesh jutting out of the bloody water.

Take cover behind one of the small stone walls nearby and wait for the spiked flesh to come alive. In no time at all, the Corpse Behemoth pops its head out of the ground. When it does, take aim, as Black, at the small shapes glowing orange around its mouth and shoot them with your high-caliber rounds.



The Behemoth can't do much to harm you if you're well protected by the wall, so keep your head down

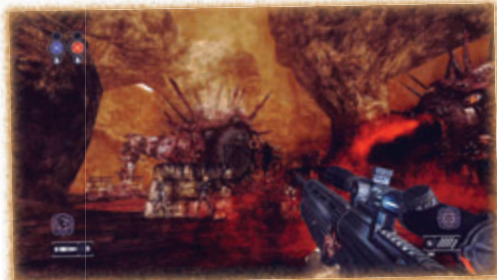
and pop out from behind cover long enough to fire another round at the glowing orange shapes around its mouth. While you do, the rest of the Jericho members do their share by distracting the beast with constant fire, allowing you to do your job of killing it.



Unfortunately, your job isn't to kill just one. Once this Behemoth is dead, explore the river behind it.

CHECKPOINT REACHED!

Upon reaching the large petrified roots along the river's right bank, make a sharp right turn and locate a small tunnel. On the other side of the tunnel is an open area in the river, where two Behemoths rest. Take cover behind one of the three walls in front of the Behemoths and open fire on the one on the left.

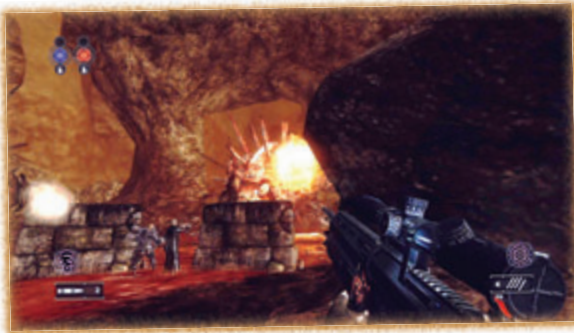


These Behemoths are much tougher to contend with, however, as both attack simultaneously. Back away from the wall and take cover behind the rock outcropping just outside of the tunnel's exit to the right. The rocks block you from the Behemoth on the right while granting you a perfect vantage point to attack the Behemoth on the left. Move from side to side, avoiding the Behemoth's noxious gas attacks while popping its glowing spots, one by one.



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With the first creature down, peek out from behind your rock cover and eliminate the second Behemoth. If you run out of high-caliber rounds, use Ghost Bullets to finish the job.



In the distance, behind the first Behemoth, is the third and final giant. It sits directly behind three small protective walls. Unfortunately, they're much too close to use for sniping. Instead, switch to Rawlings and unload your pistols on the beast's glowing orange spots as you move stealthily from wall to wall.

When the final glowing spot atop its head is left, switch to Church and attack the Behemoth head-on. Follow the onscreen prompts to climb atop the Behemoth, bounce high into the air, and land, delivering the final blows.



After slaying the Behemoths, turn around and follow the river once again. Take the stony pathway as it winds around, mimicking the river, and finally leads you to a large drawbridge where the dark child creature awaits.

Switch to Jones and project yourself toward the child on the other side of the bridge. Locate the lever behind the child to lower the bridge, then switch to Delgado. Raise the heavy iron gate blocking the bridge and march Jericho team across.



As you march across, one of Leach's Flying Cultist minions swoops down in all his demonized glory and crashes through the wooden bridge. Rawlings, Cole, and Jones fall into the river below, cutting Jericho team in half.

Still, a friendly Crusader greets the survivors of Leach's minions attack. With no time to waste, the Crusader ushers the remaining members of Jericho squad inside the castle.

MOTLEY CREW

Separated from their friends, Delgado, Black, and Church can only continue on through the dark twisting passages infested with unknown dangers. In the distance they hear faint cries of small children.



Inside the castle walls, the remaining Jericho members, unfortunately, trust the friendly-faced Crusader. He leads them into the castle and quickly shuts a gate on them, temporarily trapping them.



With nowhere to go for the moment, they watch as Leach arrives and the Crusader vows his allegiance. Leach has convinced the Crusader that he is the seraphim Gabriel. As a result, the Crusader does as he is told. Misguided as he may be, he has led you into a trap.

RATS IN A MAZE

Possess Church and search the wall behind you for a way out. Along the right of the wall, a small tunnel leads deeper into the castle. Lead Jericho team into the tunnel, vigilant for what might hide in the darkness.

Creep down the tunnel until you spy a Cultist in the distance. Switch to Black and fire a Ghost Bullet in the back of the beast's head before it can turn around and attack you. If you miss, possess Church and use Blood Ward to immobilize the minion when it gets too close, then slash it to pieces with your blade.



An alternative tactic is to get your team to hold position while you sneak up as Church and kill the enemies with your sword. If you miss the stealth kill on any Cultists they will call reinforcements, so by successfully using stealth it is possible (but difficult) to navigate through much of the first half of the level without opposition.

Hold your position in this tunnel and fend off the waves of Cultists as they attack. Use Black's Ghost Bullets to tear through the creatures' heads and bend the bullets around the corner to tear through other fiends bringing up the rear.

When the Exploding Cultists arrive, back up and use Black's high-caliber rounds to detonate them in one shot. Save the high-caliber rounds for the Exploding Cultists, because if they get within killing range, they'll detonate before you can exit the cramped tunnel.



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Creep out to the edge of the tunnel and peek your rifle out toward the tunnel on the left. As Cultists come

dashing out, take aim at their heads and pop them.

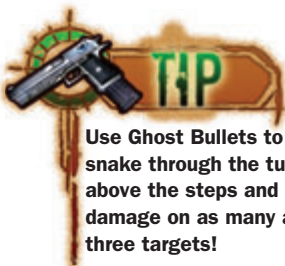
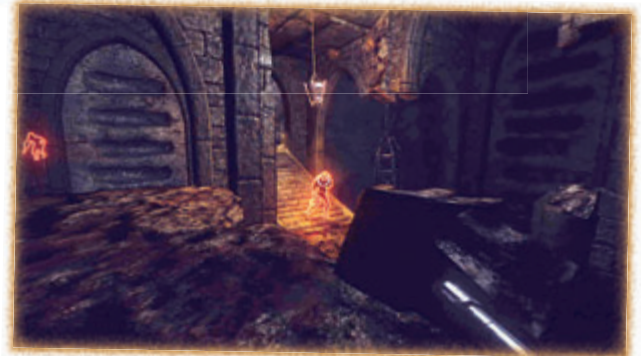
If any manage to get past Black, possess Church and run your blade through the remaining, hopefully weakened, Cultists.

Slowly creep into the tunnel on the left and use Ghost Bullets to clear a path ahead of you. If you spot an Exploding Cultist in the tunnel ahead, give it some space and switch to Delgado. As Delgado, send Ababinili ahead of you to set your enemies ablaze.



Proceed deeper into the castle, past torture devices and burning torches, until you reach a raised platform overlooking a small area below. At the center of the area below is a Cultist. Take him out with a head shot, then turn your attention on the steps to the left.

Intercept Cultists pouring out of the steps from the safety of your perch and pick them off before they can reach you via the steps to your left. If you need to get a better vantage point, position yourself halfway down the steps on the left. They directly face the steps on the right, where the enemies launch their attacks. Keep your fire trained on the steps while Delgado and Church fire on the encroaching enemies.



Use Ghost Bullets to snake through the tunnel above the steps and inflict damage on as many as three targets!



If you've used your Ghost Bullets effectively, you can safely venture up the steps and into the tunnel on the left. If you've missed a follower or two, switch to Delgado and expect to encounter some hostiles in the tunnel.

Make a right before you reach the skeleton wall and use Black's telekinesis to knock down the wooden drawbridge in your way.



CHECKPOINT REACHED!



Follow the tunnel beyond the bridge until you reach a room where a Cultist tortures a defenseless creature while an Exploding Cultist watches nearby. As Black, eliminate the exploding pus-bag first. Use a round of secondary fire to blast it with one shot. If you let it live, it'll rush your team and detonate itself all over you.

When you do, more Cultists and Exploding Cultists rush into the room from its other end. Back away into the tunnel from which you entered, and force the believers to filter into the tunnel if they want to get you. That way they line up and provide you clean headshots as they filter in. Hold your position and use primary fire for Cultists, secondary fire for Exploding Cultists, and the occasional Ghost Bullet between rounds.



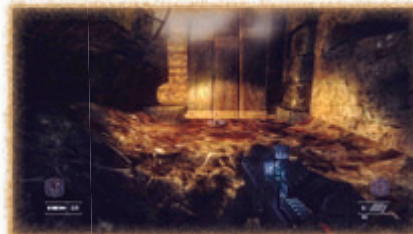
If the undead get too close when they attack you in the tunnel, use your telekinetic power to shove them back and give yourself some room.



Exit the tunnel and carefully proceed into the room, walking toward where the fiends emerged, and draw out more waves

of enemies. After drawing them out, retreat back into the tunnel and continue enduring the waves of Cultists and Exploding Cultists until they are no more.

CHECKPOINT REACHED!



Press on, trekking deeper into the dark castle. Walk past torches, carefully navigating corners and ignoring the death around you. When you reach another wooden

drawbridge, feel free to attempt using Black's telekinesis to knock it down. Unfortunately, something is propping the

bridge up from the other side.

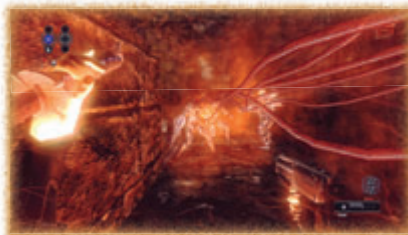
Back out of the hall where the bridge is, and turn left. Follow the tunnel down, then around to the right until you come across a small arch haphazardly blocked by several bricks. Knock down the bricks with Black's telekinesis and you can see a large wooden beam propping up the bridge across a nearby chasm. Use Black's secondary fire to turn the beam into millions of little splinters, and the bridge falls.





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Return to the now fallen bridge and cross. Explore the depths of the castle until you reach a large torture room with a T-shaped walkway at its center. Slowly go up the steps on the right and brace yourself. As you reach the top of the steps, a Cultist bursts from the ground and rushes at you, catching you in its grasp. When it does, rapidly press the onscreen prompts to block its attacks and counterpunch the fiend off you.

After knocking it off, immediately backtrack to the safety of the walkway and switch to Church. Use Blood Ward to immobilize the group of Cultists that follows and slice them to pieces while they're incapable of moving.



Trudge back up the steps and make a left into a dark tunnel. Follow the tunnel until you reach a wall blocked off by several bricks. Use Black's telekinesis to knock them down and proceed.

On the other side of the wall is a member of the Knights Templar, enchained and withering away into madness. The knight relays a story about his original mission.

In the year 1213, a young bishop named St. Claire led an army of Christian children to reclaim the location of the Garden of Eden from infidels. The knight was part of a group that was sent to stop the mad Bishop St. Claire and his army of innocents. When he and his knights arrived at the location, they found everyone slaughtered; they were too late. Even today, the mad bishop and his army of undead children dwell in the crypt below.



SEWERS

After centuries of fighting without rest, insanity has seized the last Templars. Leach's treachery has forced what remains of Jericho to the confines of the infected sewers of Les Innocents.



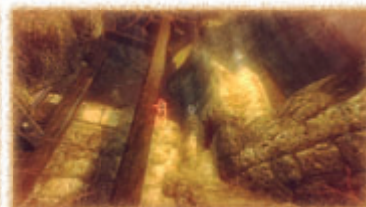
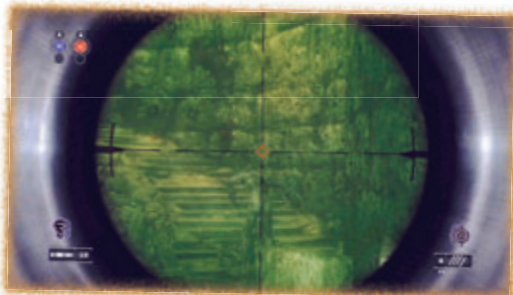
Leave the knight to his madness and press on in your exploration of the damned castle. Ignore the rotting bodies by the wayside and keep moving forward until you reach a Cultist reveling in some other creature's pain. Sneak up behind it while it has its back toward you and pop it with one of Black's high-caliber rounds.

Sneak deeper into the castle until you reach a small flight of steps leading up to a long walkway heading left. At the far end is an undead Crusader armed with a flaming crossbow. At the top of the steps are two Crusaders with regular crossbows. Take out the two Crusaders near you with headshots, then slowly creep out and take cover behind the pillar near the steps. Fire a Ghost Bullet down the hall and lead it directly into the third Crusader's head.



Traipse down the walkway to where the Crusader with the flaming crossbow was and examine the stone wall behind him. Use telekinesis to knock it down, and reload your weapon; more enemies await just beyond the rubble.

AMBUSH!



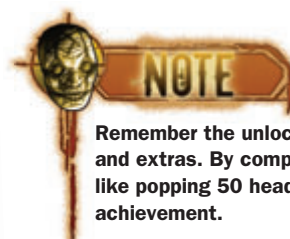
Behind the rubble is one more Cultist. Take it out while it's distracted torturing some other creature and rush out to the base of the spiral stairs ahead. Atop the spiral staircase a group of Crusader archers

attempts to ambush you. Hold your position at the base of the steps and snipe the archers from below.

Behind the large wooden pillar at the center of the spiral staircase is one more archer. Slowly creep into view then fire a Ghost Bullet to pop the archer's head. Once the archer is dead, go up the spiral staircase.



Atop the staircase is another small flight of steps to the left. Go up and fend off the half-dozen Cultists that attack from the right by popping their heads with sniper headshots, and the area is clear.



Remember the unlockable achievements and extras. By completing certain tasks, like popping 50 heads, you can unlock an achievement.

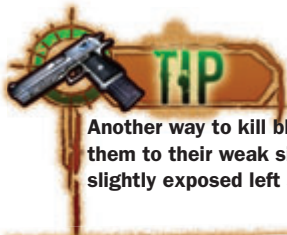
CHECKPOINT REACHED!

WADING IN FILTH AND EXCREMENT



Follow the walkway as it bends around to the left and leads you to another tunnel. Go through and follow the stony pathway to the sewer entrance.

Turn on your flashlight and carefully wade through the feces-filled water. Just as the sewers bend right, two Crusaders armed with blades and shields drop in from above and lunge at you from the darkness. These Crusaders are savage! They lunge at you and slash with their bladed arms, then block with their shields. Use Black's telekinesis to shove them back and shoot them as they lunge in the air leaving themselves unprotected. It might take a few tries, but it's the quickest way to destroy these creatures.



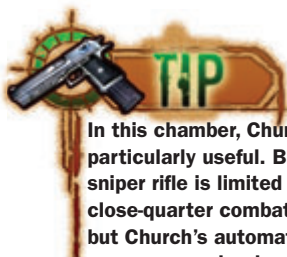
Another way to kill blade-and-shield Crusaders is to knock them back and circle around them to their weak sides, where their armor leaves them exposed—the rear or their slightly exposed left side. Blast them from either side and make short work of them.



Trek deeper into the tunnel from which the Crusaders dropped in and issue orders to your teammates to take point. On the other end of the tunnel is a large chamber with stairs to the right. Once Jericho has subdued the crossbow Crusader on the right, rush in and turn your

weapon to the Crusaders above and behind you.

Fire a Ghost Bullet and weave it through the heads of the three Crusaders perched above. If that fails, immediately retreat to the tunnel and reload.

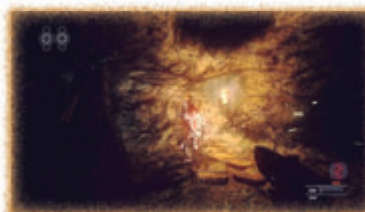
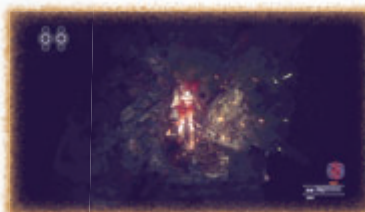
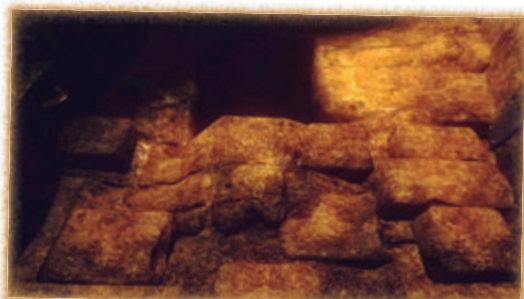


In this chamber, Church is particularly useful. Black's sniper rifle is limited in close-quarter combat, but Church's automatic weapon can shred through the Crusader's exposed armor. Should the Crusader get close, her sword is even more useful.



Once at the top of the stairs, you encounter a large set of double doors, locked. Possess Delgado and press your back against the wall to the doors' right. Aim your cannon at the large gaping hole on the left wall and open fire. Several Crusaders try to get the drop on you, but your cannon should tear the first wave to pieces before it makes it out of the hole.

When the following wave of Crusaders overruns your position, use a combination of Church's Blood Ward and Delgado's Fire Shield to trap and burn them where they stand. When the Crusaders stop attacking, switch to Church and examine the hole in the left wall.



As Church, climb into the hole, which is in fact another pitch-black tunnel, and turn on your flashlight. Slowly creep into the tunnel. When a melee Crusader leaps out at you, immediately open fire on its exposed flank.

Continue exploring the tunnel and taking out melee Crusaders one by one. Luckily they drop in on you one at a time, making it easier to deal with them. If they get too close, slash them with your blade to finish them off and continue toward the end of the tunnel.

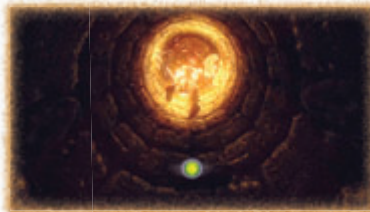
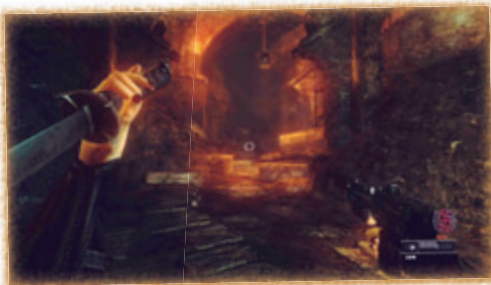
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Ababanili is extremely effective against all Crusader units.





At the tunnel's end, climb over the small boulder and leap down onto the sewers below. Reload your weapon and make a left, heading further into the sewers. At the end of the small pathway is a

hole leading down into a deep pit. With nowhere else to go, follow the onscreen prompts and jump in.



Prompt by prompt, slowly descend into the hole. Be careful not to miss a prompt or you'll lose your grip and slip. As you climb down, a Crusader joins you in the hole. Rapidly press the buttons onscreen and slide down. Eventually, the creature catches up with you. Fight it off by matching the prompts onscreen and shake loose!

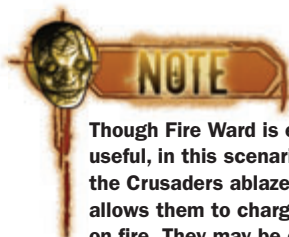
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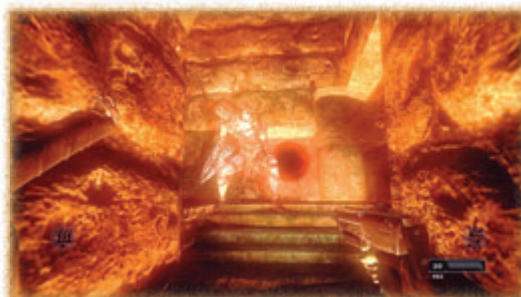
You land in a pitch-black room. Ignore the onscreen prompt to activate your Fire Ward. Instead, activate Blood Ward. When you do, several Crusaders leap into the room from the surrounding area. As they land, Blood Ward traps them in place.

Rush around the room slashing at the immobilized believers as quickly as possible. When Blood Ward expires, activate it again and repeat until all Crusaders are dead.

If you're having a hard time locating the Crusaders in the pitch-black room, follow Blood Ward's tentacles to the next victim.



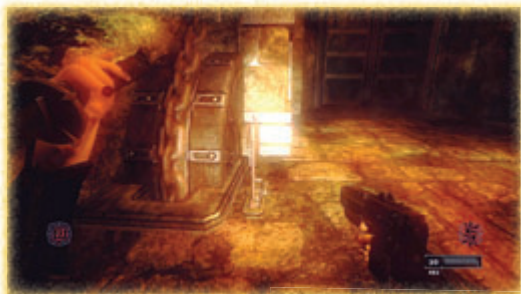
Though Fire Ward is extremely useful, in this scenario it sets the Crusaders ablaze but allows them to charge at you on fire. They may be on fire, but they'll still inflict damage and swarm you.



Exit the room via the steps on the far end and go into the next room. Make a right, then a left toward a small set of steps. At the top of those steps, activate Blood Ward to intercept the Crusaders that run toward you from the left.



Slash past the trapped Crusaders on your way out of the tunnel and into a large room with a lever and several pulleys.



Use the lever on the left to open the large wooden doors and rejoin your Jericho teammates on the other side. Lead the team up the stairs in the rear of the room and exit the sewers.

OUT OF THE FRYING PAN

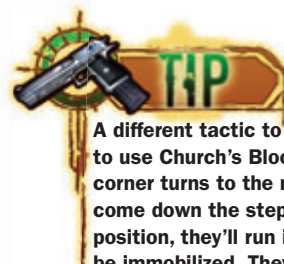
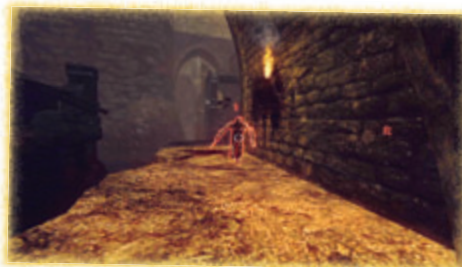
Since trapping themselves inside The Box, the crusaders have continually waged war. These religious zealots have discovered that since they cannot die, they can pay homage to their God by inflicting torture and mutilation on themselves. They take great pleasure in nailing armor straight into their flesh and replacing limbs with devastating weaponry.



Take the steps out of the sewers and follow the corridor to a large chasm. Across the chasm, a group of crossbow Crusaders is hunkered down. Possess Black and use her sniper rifle to take out the Crusaders behind the wooden barricade across the chasm. Use Ghost Bullets and regular fire to whittle down the numbers from afar.



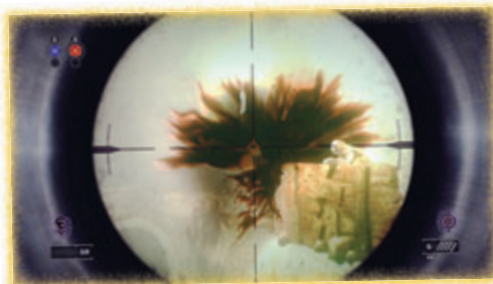
While in possession of Black, take note of how many melee Crusaders make a mad dash toward the stairs to their left (your right), bridging the chasm. As more and more Crusaders cross the chasm, leave them for Church and Delgado, occasionally taking possession of Delgado to burn them down with Ababinili.



A different tactic to employ would be to use Church's Blood Ward where the corner turns to the right. As Crusaders come down the steps and approach your position, they'll run into Blood Ward and be immobilized. They'll walk straight into a trap!

While the war over the chasm rages on, back away and reload. Endure the assault from a few melee Crusaders and allow your Ghost Bullet to recharge. When it does, unleash it on the Crusaders crossing the stairs across the chasm.

Bend the bullet around the corner to the right and up the steps or across the chasm, then left down the steps. As long as you get three headshots with each bullet, you'll be fine.



Wait for the waves of Crusaders to die down a bit before leaving your covered position. Follow the walkway right, edging along the chasm. When you reach the first left turn, locate the Crusader guarding the stairs in the distance.

walkway along the far right wall. Use high-caliber rounds to blow them up and continue moving up the walkway toward the stairs in the distance.

Possess Black and take point. Lead the charge across the chasm walkway, getting headshots as you go. If a Crusader escapes your sniper scope, switch to Delgado and burn it down.



Venture up the steps, having crossed the chasm, and order Delgado to take point. Follow him up the next few steps as he shreds the two Crusaders in his way.

ATOP THE TOWER



When you finally reach the top, turn your attention to the sky. Flying Cultists swoop in for the attack and pin you down in a narrow walkway. Watch Delgado and Church's backs while they take cover behind the wall and pillar along the walkway.



Patrol back and forth, pelting the Flying Cultists with heavy rounds until they fall from the sky and spiral back down to earth.



You don't have eyes on the back of your head, but you've got a pair of teammates who can serve as extra sets of eyes for you. Watch Delgado and Church's tracers to see where else enemies are attacking from.



The Flying Cultists are carrying shields, so penetrating their defenses can be a bit difficult if you're firing blindly. Instead, use Ghost Bullets to weave around their shields and land meaningful headshots rather than glancing shots.



When the Flying Cultists fall, several Cultists attack from the walkway around the corner. Back away to a few feet below the steps behind you and let the fiends rush you. Wait until they leap at you and bring them down with shots from your rifle.

Alternatively, you can switch to Church and immobilize them with Blood Ward, then slash them to slices. If Blood Ward fails before the next wave of Cultists makes its appearance, use heavy rounds to blow them up.



CHECKPOINT REACHED!

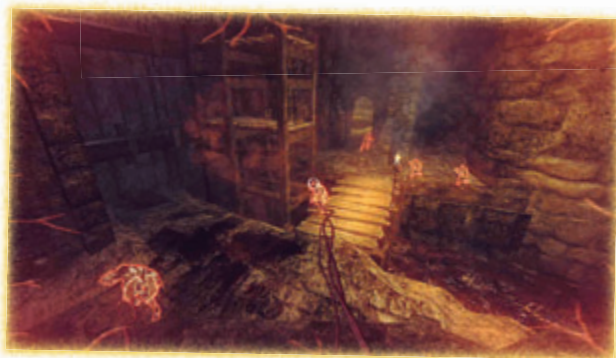
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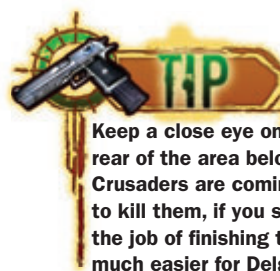


Follow the path left as it wends past bloodstained walls, back into the castle temporarily and back out into the dusty night air. When you reach a T-intersection outside, snipe the Crusader archers on both sides of the T and turn left. Follow the path around until you reach another flight of stairs leading down.

Below you are more Crusaders armed with flaming crossbows. To the left of the stairs is a small balcony, protected by a small wall. Step onto the balcony overlooking the stairs and the area below. From the protection of the balcony, snipe the Crusaders below.



Once you're in place as Black, switch to Church and activate Blood Ward at the middle of the staircase. There, Blood Ward can immobilize approaching enemies while you switch back to Black and use Ghost Bullets to snipe multiple enemies.



Keep a close eye on the iron gate at the rear of the area below. That's where the Crusaders are coming from. Even if you fail to kill them, if you snipe them as they exit, the job of finishing them off will be that much easier for Delgado and Church.



Order Delgado and Church to take point as you head down the stairs. A few more Crusaders leak out of the rear gate as you reach the area below. Follow Delgado as he cuts through the Crusaders with his cannon.

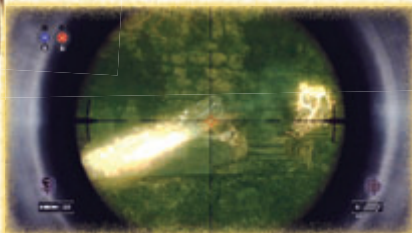
Go through the iron gate until you reach a rickety wooden bridge. On the other side, several Crusaders are positioned high above you and also to the left across the bridge. Snipe the enemy perched above the bridge first. Then use Ghost Bullets to take out the enemies around the corner to the right.



Cross the rickety bridge and turn right. Flying Cultists rise one by one from the dark pit to the right of the bridge. They don't pose much of a threat individually, so use them as target practice and clip their wings before you continue your journey.

At the end of the walkway, use Black's Pyrokinesis to break through the boarded-up archway and continue.

CHECKPOINT REACHED!



Press on into the castle and up the next flight of steps. When you reach another long wooden bridge, stop and reload your weapon. At the other end of the bridge is a long stepped walkway, forming an L-shape with the bridge. Hold position and switch to Black.

Snipe the enemies across the bridge by guiding Ghost Bullets across the bridge and up the walkway. Possess Delgado and move him into position near the corner of the L-shape (where the bridge meets the walkway). Use Ababinili to char encroaching enemies while Black continues to snipe from the other end of the bridge.



An alternate strategy in this section would be to place Church at the corner of the L-shape and use her Blood Ward to freeze enemies in place as they come down the far walkway. Don't rush in and slash them, however. Simply immobilize them long enough for Black to get headshots with her Ghost Bullets.



If you've been prolific enough with the Ghost Bullets, you might be able to get the Lt. Abigail Black Files unlock by now. If not, you're close.

Venture up the now-empty stepped walkway and make a right at the top. Go through two small chambers until you reach an archway with a raised iron gate. Exit the arch and make a sharp left into a small corridor at the edge of a long chasm.



Switch to Church and use Blood Ward to slow down the Flying Cultists that dart at you from above. Sneak out from the corridor and peer out from the right end of the wall. Locate the Crusaders at the far end of the chasm and snipe them with a few headshots.



Retreat into the corridor again to reload and allow the Crusaders to rush your team from the right. You won't be fast enough to snipe every Crusader that rushes across the walkway to the right of the chasm.

Instead, press your back to the corridor wall and fend off the Crusaders as they approach.

When the flow of Crusaders becomes a slow trickle from the walkway, lead Jericho squad through them down the long path on the right across the chasm. You'll encounter several more Crusaders along the way, so possess Church, your close-quarters combat specialist.

DEATH FROM AFAR AND DEATH FROM ABOVE

CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE



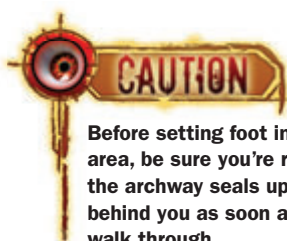
At the end of the walkway, where a fire rages just beyond an arched passage, take control of Black.

The next section requires a keen eye and a talent

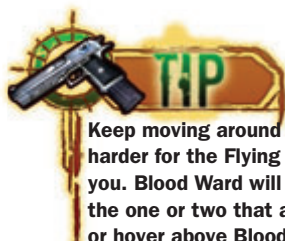
for precision shooting. Reload your weapon and quickly run out of the arch and take cover behind the pillar on the right.



Edge away from the pillar and locate the three crossbow archers in the ledge to the right. Snipe them with Ghost Bullets or fire from your secondary weapon. Once they're down, Flying Cultists pick up where they left off. Possess Church and quickly activate Blood Ward. You'll trap the Flying Cultists but won't be able to slash them, because they're floating high in the air. Instead, either shred them with automatic fire, blow them up with Black's high-caliber rounds, or possess Delgado and burn them with Ababinili.



CAUTION
Before setting foot in this area, be sure you're ready; the archway seals up behind you as soon as you walk through.



TIP
Keep moving around the pillars to make it harder for the Flying Cultists to home in on you. Blood Ward will freeze most of them, but the one or two that aren't trapped right away or hover above Blood Ward's reach can still attack with sharp projectiles. Don't make it easy on them, soldier!



After defeating the Flying Cultists, jump down into the hole to the right of the fire. Alternatively, you can just run quickly through this last open area and into the big hole without doing any fighting. It's the cowards' way, but it's quick and easy!

TORTURED SOULS

Convinced that their innocence would protect them, Maltheus and his army of children marched into the Holy Land to save the unfaithful. Maltheus's entire child army was destroyed and now he resides in the chapel in constant purgatory for his sins.



You land in a corridor shrouded in darkness. The only light visible shines from a small crack in the ceiling. Walk to the end of the corridor, toward the light and down the zigzag steps at the end. At the bottom of the steps turn the corner and fire a Ghost Bullet at the two Cultists that rush at you.

Hop down into the sewers below and venture into the tunnel ahead.

DRAWING CLOSER TO THE CHILD ARMY

Inside the tunnel, a group of Exploding Cultists attacks. Back away a bit and fire at them, one by one, with Black's high-caliber rounds. Stay near the center of the tunnel and watch both ends of the tunnel to make sure you're not flanked.

When the cultists stop spawning, leave the tunnel and make a left. Round the corner and go through the next archway.

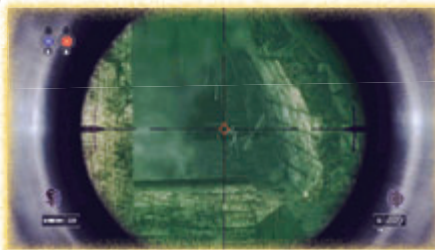


CHECKPOINT REACHED!



Inside the tunnel, a Cultist attacks. As Black, use your telekinetic power to

shove it back and set it on fire. While the fiend stumbles back ablaze, finish it off with a well-placed round to its crusty skull.



NOTE

This extended "Pyrokinesis" ability is present from the middle of "Out of the Frying Pan" level. This is the result of Ross's psychic links between the Jericho Squad causing some of their powers to combine, or increase in power.

Keep moving forward and stop at the next catwalk. Just ahead, and to the left, slightly below your location, is another Crusader perched midway up a flight of stairs. Fire a Ghost Bullet to take it out, then rush to the end of the walkway. Snipe the other Crusader at the base of the stairs and saunter down the steps.



The base of the steps leads to another twisting sewer system. Send Delgado and Church ahead of you to intercept two more Cultists. If any Cultists spring up in your way, pop them with a round from your secondary weapon.

Farther along in the sewer system, a small army of Exploding Cultists and Cultists awaits. Combine all three of Jericho's gifts to survive their onslaught. Use Delgado's Fire Shield to set them all on fire, Church's Blood Ward to hold them in place, and Black's Ghost Bullet to pop multiple heads or pustules.

CLIVE BARKER'S JERICHO

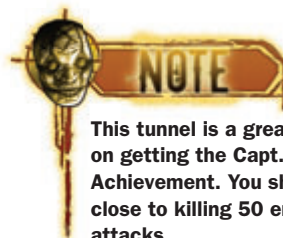
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Having survived the first attack, press on and engage the group of Crusaders and Cultists entrenched deeper in the sewers. They hide and wait behind stone and metal, ready to spring on you when you near. Turn the tables on them by taking cover behind an toppled pillar, then proceed to snipe their heads.



You can also switch to Church and use Blood Ward to hold the Cultists at bay, then set them on fire with Fire Ward. If they refuse to give in to the flames, run your blade through their rotting flesh.



NOTE
This tunnel is a great place to work on getting the Capt. Devin Ross Files Achievement. You should be relatively close to killing 50 enemies using melee attacks.



Follow the sewer tunnel to its end, killing three more Cultists as you go until you reach another small archway. Go inside, make a left and follow the sounds of the crying children up the steps.

A large stone tablet blocks your path at the steps' top, but it immediately begins to slide back on its own when you reach it. Just beyond the tablet is the final resting place of the child army, the army of Les Innocents.

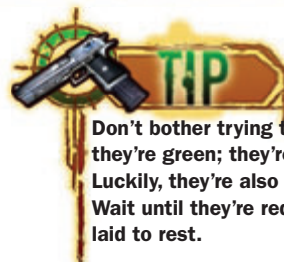


BATTLE AGAINST THE CHILD ARMY

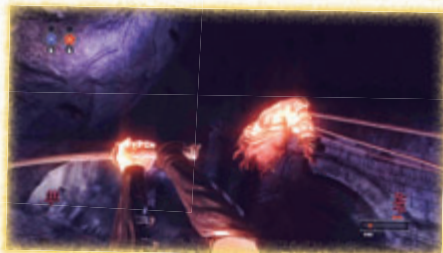


The chamber beyond the large stone tablet contains several child-sized coffins, their lids slightly askew as if someone—or some... thing—recently moved them aside. The question is, was it something getting in or someone getting out?

You soon find that the answer to that question is a disturbing one. In a nearby chamber, several seemingly harmless ghosts float around. Their bright green glow almost seems delightful, until they take notice of Jericho team. That's when it hits the fan. Suddenly the happy little ghosts turn bright red, and their demeanor changes. They lash out at you, so take immediate action by unleashing Fire Ward to light them up! Move away as they burn and fire only when you have a clean shot; they're speedy little minions.



TIP
Don't bother trying to destroy the ghosts while they're green; they're invincible in that state. Luckily, they're also harmless in that state. Wait until they're red—only then can they be laid to rest.



Deeper in the crypt is another chamber full of happy little green ghosts. Just as before, they don't stay happy long. This time, immobilize the little buggers with Blood Ward. They float a little higher than most immobile targets, but

you can still reach them with Church's blade; slice them into even smaller bits.

Circle around the crypt, chopping immobile ghosts as you move. Occasionally possess Delgado and use Ababinili to light up the ghosts flying above the reach of Blood Ward.



Repeat this strategy in the third chamber of the crypt, where a large statue with a stone tablet at its feet ominously watches the action.

When the last child has been laid to rest, the tablet at the statue's feet gives way, exposing a flight of stairs leading down into the dark.

BLACK ROSE

Protected by a Black Rose, Malthus continues to endure the wrath of the slaughtered children. A hope remains that somewhere, someone can defeat Malthus and lay to rest the souls of the suffering children.

In the darkness below the children's crypt, a light of hope shines bright. It's not from a torch or a crack in the heavens, but from the presence of the rest of Jericho squad. There, in the dark recesses of the castle, Rawlings, Jones, and Cole sit huddled together...alive.



Everything is not well, however. They've been rattled by the suffering children. It's only with Black's soothing voice and calm demeanor that Cole can be coaxed back to reality. With the team whole, the six-member unit can continue the mission. Together.

RETURN OF THE CHILD ARMY

No sooner does the team regroup than the child army returns to try to break them apart again. Switch to Cole and activate her Firestorm ability. While Firestorm is active, the entire team's attacks have additional fire damage.



Take advantage of Firestorm to deal double damage and finish off the child ghosts quickly. When they disappear for good, explore deeper into the caverns below, via the circular steps in the chamber's rear.





The caverns are empty. And though that offers Jericho team a welcome rest, it can mean only one thing. Something else is waiting, deeper in the caverns. Explore the emptied caverns, going past several rooms until you come across a large staircase bathed in an orange glow. Follow the stairs up, past hanging, skinless bodies and burning corpses, and emerge into the nave of a large basilica.

CLIVE BARKER'S JERICHO PRIMA OFFICIAL GAME GUIDE

SETTING MALTHEUS ST. CLAIRE TO REST



This is no normal basilica. At the center of the nave, just beyond the transept, stands Malthus... or what's left of him. Behind him is a large stone coffin. Just as Jericho team nears the evil ghost, Malthus's children pour out from the surrounding chapels.

Don't bother trying to fire on Malthus, he's invulnerable as long as his child warriors protect him. Every attempt at shooting him will be deflected by his protective blue sphere. Instead, focus on fighting the children and getting rid of them. When you have done so, you will force Malthus to use his secondary form of attack, a soul explosion that leaves him vulnerable for a few seconds.



When his children attack, use the methods you used earlier to dispatch them. Church's Fire Ward and Delgado's Fire Shield are great ways to set them on fire and light up the room. Not only do both abilities inflict damage, they also, in effect, turn the ghosts into floating light bulbs that make them easier to track with normal weapons.



Once the ghosts are on fire, shoot them down or trap them with Blood Ward. The trick is to kill them quickly before Malthus can reach you and explode all over you.



As soon as the children disappear, take cover behind the large stone coffin. When the ghosts disappear, Malthus draw several dark souls to him and forms a cocoon around himself.

When the cocoon solidifies, bolts of red lightning emanate from its center, detonating it into thousands of shards that can kill you or your teammates instantly.



After fighting off the child ghosts, issue orders to one squad (it doesn't matter which) to stand at the far end of the nave.



Meanwhile, take position near the altar at the opposite end. As you fight, occasionally fire rounds at Malthus, not to hurt him, but to draw him near your end of the basilica. Once he nears, finish off the ghosts and hide behind his large coffin.

The coffin shields you from his explosion. Immediately after he blows up his cocoon, storm out from behind your cover and unload everything you've got on him. That is the only moment in which he is vulnerable.



You can be any member of Jericho during this battle, but Rawlings is the most effective. Not only can his dual pistols deal major damage (especially with explosive rounds), but he can use his Ghost Heal to heal fallen members from afar. It will be extremely necessary, because not all members of Jericho team can hide behind the coffin.



Another approach to this battle is to play a game of cat and mouse with Malthus and his ghosts, though you'll have to be quick to possess Jericho members. Begin by splitting up the teams as before, leaving one team at the altar and sending the other team to the far end of the nave.

Focus your combined efforts on splitting the ghosts' attention and thinning their numbers by jumping back and forth between team members. Similarly, when you begin to draw Malthus toward you, take cover behind the coffin and immediately switch to a Jericho squad member at the far end to draw Malthus away from the coffin. If Malthus is over the coffin when he explodes, even your cover won't be enough to keep you from dying.





Continue to kill ghosts and draw Maltheus toward you, blocking his attack with his own coffin, and then counterattacking. Eventually, he becomes weak and his defense fails.

When it does, the tormented souls of his child army turn on him. They swarm around him and lash at him with their tentacle claws. With no way to defend himself, Maltheus's soul is taken by the flies and his child army can finally rest. As Maltheus disappears, the breach to the next time displacement opens over his tomb. Rush in and continue on your journey.

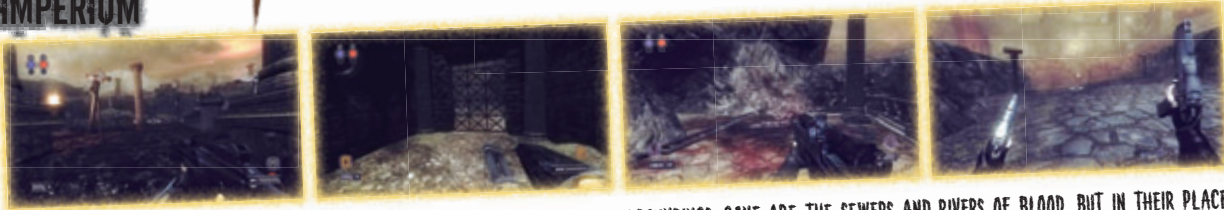


WE WHO ARE ABOUT TO DIE...

Jericho's next jump across time leads them to the Roman provinces, circa 38 A.D. There they are reminded not only of the horrors of the era—like gladiatorial combat—but also of the decadence and perversion of the human soul. Ancient cities of perversion, these Roman provinces were a breeding ground for every cardinal sin.

BREAD AND CIRCUS

IMPERIUM



LOST IN THE ROMAN PROVINCES, JERICHO TEAM MUST MAKE SENSE OF ITS NEW SURROUNDINGS. GONE ARE THE SEWERS AND RIVERS OF BLOOD, BUT IN THEIR PLACE STAND WOODEN CROSSES BEARING CRUCIFIED VICTIMS. AND CHARRED GROUND. THIS IS NO BETTER.

THE LOW ROAD



JERICHO TREKS THROUGH THE ROMAN BATHS, BUT THERE IS NOTHING CLEAN OR PURIFYING ABOUT THIS TRIP.

DECADENCE



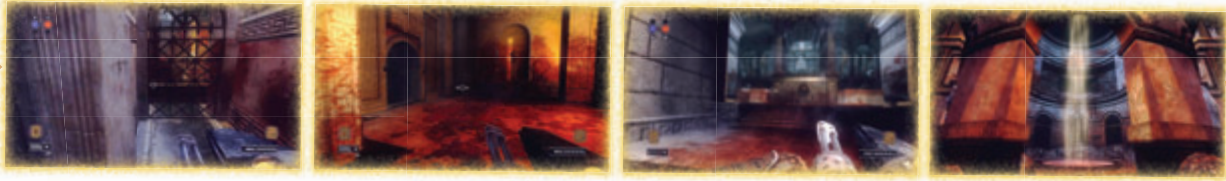
AS JERICHO FIGHTS THROUGH THE ROMAN BATHS, THE OPULENT SURROUNDINGS DO NOTHING TO HIDE THE HORRORS THAT VICUS HAS UNLEASHED ON HIS CITY.

TEMPLE OF PAIN



VICUS'S TEMPLE OF PAIN INTRODUCES JERICHO TO ITS NEWEST ENEMY, THE GLADIATOR. STILL, THE TEAM CONTINUES TO BATTLE ON AS IT SEARCHES FOR THE GLUTTONOUS GOVERNOR. FOR ONLY HE CAN OPEN THE NEXT BREACH.

GARDENS OF HELL



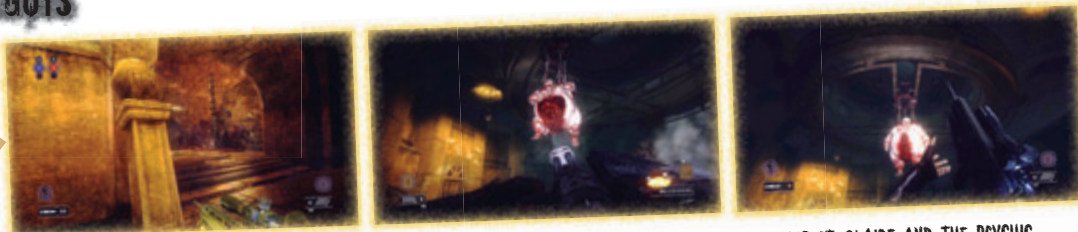
JERICO GETS CLOSER TO VICUS; THE SQUAD MEMBERS CAN SMELL HIM. THEY FIGHT THROUGH BLOODY GARDENS AND LOFTY CHAMBERS, ULTIMATELY FINDING THEMSELVES IN A FILTHY ROTUNDA THAT VICUS CALLS HOME.

MORITURI TE SALUTANT



AFTER BATTLING THROUGH SEVERAL STRANGE ENVIRONMENTS, JERICO TEAM FINDS ITSELF IN A FAMILIAR ENVIRONMENT—AN EXTREMELY HOSTILE ONE.

GUTS



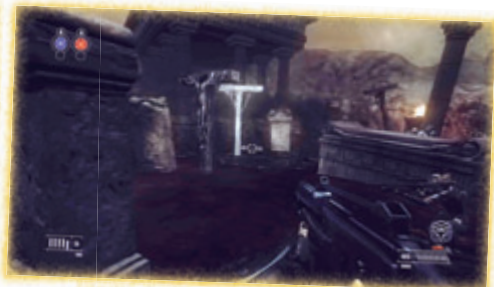
FINALLY JERICO TEAM REACHES THE GLUTTONOUS GOVERNOR CASSUS VICUS. AS YOU DID THE BISHOP ST. CLAIRE AND THE PSYCHIC COMMANDER BEFORE HIM, SPILL VICUS'S BLOOD TO OPEN THE NEXT BREACH.

ROMAN PROVINCES, 38 A.D.

IMPERIUM

The dead suffer endless pain as they hang tortured from crucifixes. The Jericho teammates make their way through the fields of tortured souls to seek out Cassus Vicus.

From the second Jericho arrives in the Roman provinces, it's clear that this era was one of man's darkest hours. As Jericho team gets its bearings, a stark image comes into focus, a lone crucified image in a sea of toppled Doric columns.



When the Jericho teammates near the figure, they notice another, then another. Soon they realize that the crucifixions are as much a part of the landscape as the stones on which they walk or the sky that so ominously threatens to turn against them. Still, they've dealt with stormy skies and horrors such as this before. They must proceed...



CLASHING TITANS



Rush past the crosses and fallen columns and explore the rear of the graveyard. There you'll find a winding road leading into the city. Before reaching the city, however, you'll encounter

a new enemy, the Legionary. Armed with a shield and spear that matches its stature, the Legionary is a massive brute.



Like the armed Crusaders, the Legionary has weaknesses. Open fire on it as soon as it lifts its right arm to toss the spear. When it gets within striking distance, it will attempt to stab you with its weapon. Backpedal to avoid the attack and counter with bursts of fire to finish it off.



Don't be fooled by the Legionary's slow approach when it attacks. Each shove of its shield moves it closer to you, but at any moment it can lift its shield and jump into a sprint. It can be on top of you within seconds.



CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE

After you terminate the first Legionary, several more join the battle. They approach from afar, stabbing their shields into the ground, moving closer and closer.

Take this opportunity to test different techniques for bringing them down. One way is to begin by using Rawlings's Vlad's Curse to weaken them. If they manage to get too close, Black's telekinetic shove can knock them off kilter and set them on fire. Similarly, Delgado's Ababinili Fire Serpent attack can penetrate their shields and ignite them. With the attack of your choice, take down the rest of the Legionaries to proceed.



Leave the fallen Legionaries to the flies and continue toward the city. Possess Delgado and take point. At the first flight of steps, open fire on the Legionary

waiting at the top. Soon the rest of Jericho joins in the effort and the Legionary falls to your combined might.

With the Legionary out of your way, explore the ruins behind it. Go through the small doorway embedded in the rock face on the left and open the gate at the end of the tunnel.



Turn left out of the tunnel and jump down onto the charred ground below. Lay suppressing fire on the Exploding Cultists in the distance while the rest of Jericho gets into position behind cover.



Once your team is in place, engage the rest of the approaching Cultists. Blow them up before they can reach your team's covered position.

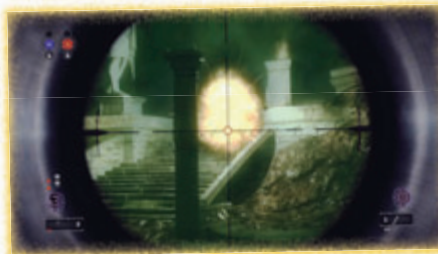


The charred ground and stormy sky makes it difficult to locate the approaching enemies. Use Delgado's Ababinili ability or Church's Fire Ward to light them up and make them easier to spot.



While your Jericho teammates battle from covered position, possess Black and retreat up the stairs and behind the railing. From your perched position, snipe the Exploding Cultists below.

When all the Exploding Cultists have been killed, a group of Legionaries approaches from the other side of the charred grounds. Zero in on them as they descend the steps and wait until they move their shields. When they do, fire a heavy round on them to blow them to smithereens.





When more Legionaries show up, run down the platform on the right to flank the monsters as they approach. If they fling their spears at you, the wall in front of you should absorb the majority of the impact.

Continue firing at their exposed sides and pick them off one by one.



Storm the staircase from where the enemies approached and send Jericho team up the flight of steps on the left. Let your mates handle the lone Legionary guarding a spiked gate leading into a small cave.



When the Legionary falls, the gate falls with it.

CHECKPOINT REACHED!



Rush into the cave beyond the gate and overrun the two Legionaries guarding it. They may be able to inflict some

damage, but you can easily overpower them with Delgado's Ababinili ability and his Gatling gun.

Continue moving into the tumbled city. When you reach the foot of a small building on the left, a pair of Exploding Cultists rises from the dirt and attacks. Take them both down with Black's secondary weapon and go up the steps on your left.





CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE

Walk past the rubble, hugging the blood-stained wall on the left, and aim your weapon at the large staircase in

the distance to the right. Two Legionaries stalk down the steps.

Possess Church and use Blood Ward to freeze them in place. Rush them from their exposed side and dice them with your blade. The stairs behind them are now clear to be explored, but before you go, check your weapons and be sure you're ready for battle.

RETURN OF THE BEHEMOTH



Climb the steps behind the dead Legionaries. At the top you'll encounter another sleeping Behemoth. When it wakes up, it will be very angry. As soon as it lifts its head up out of the dirt, get to work.

Take cover behind the small pillars and start shooting the glowing medallions around its mouth. Keep your distance from the beast or you'll take massive damage from the noxious gas. Don't bother targeting the medallion above its head; focus on the surrounding medallions. After you've blown up all but the top medallion, switch to Church and finish off the Behemoth at close quarters. Just as before, follow the onscreen prompts to run up the beast and strike it down with your blade.



Once the beast is dead, go up the slope on the right. Atop the slope, creep up the flight of stairs on the left. Near the top, activate Blood Ward to freeze the group of Legionaries guarding the crucified man.

When they turn around and are caught in the trap, switch to Cole and set your grenades to impact detonation. Dash up the steps and launch a grenade at the Legionaries' feet to blow them up.



To communicate with Jericho, the man on the cross possesses Jones. As Jones, he explains that he is Tertius Longinus, the last of seven praetorians sworn to defend this world against The Firstborn. You, like Blackwatch before you, and the seven praetorians before them, were all sworn to the same duty.

Like the German commander and Arnold Leach, the Roman governor Cassus Vicus was seduced by The Firstborn and fooled into opening the breach. The praetorians fought to collapse the breach, but ultimately were defeated as Cassus allowed his province to become a carnival of decadence and depravity. Now, he explains, you and the rest of Jericho share the same fate, never to return.

Only by providing The Firstborn with a soul that which God denied him can you ever end the cycle. For now, though, you must follow the waters to Vicus, for only he can open the next breach.





You can put a bullet in the suffering praetorian to put him out of his misery, but only temporarily. Eventually the praetorian comes back to life and begins writhing in pain again. He, like Sisyphus, is meant to suffer for all eternity.

So save your bullets, will ya?



Though the praetorian's message was cryptic, Jericho was quick to figure it out. The water he referred to can only be found

by exploring the Roman baths. Since the rivers have run dry and the aqueducts are no longer in use, the only place Vicus would allow water to remain would be in the decadent Roman baths— notorious for illicit rendezvous, orgies, and pretty much any activity meant to please the flesh. Just the kind of thing Vicus loves. To find Vicus, Jericho must explore the baths below.

Go down the steps behind the cross and through the stone passageways ahead. Follow them as they wind left and right, leading lower and lower into the barren wasteland littered with crosses. In the distance you can see a Roman fortress. Head toward it.



CHECKPOINT REACHED!

The base of the Roman fortress is guarded by more Legionaries. Send Jericho team ahead to meet them head-on, but possess Rawlings and stay behind. Use Vlad's Curse to weaken the Legionaries before you rush down and join the rest of the squad.

Because you're on higher ground than the Legionaries, you've got the tactical advantage. Let them get closer and engage the squad, then switch to Church. Rush down and flank the monsters as they attempt to climb the hill and slash at them from their exposed rear or left side. When the Flying Cultists arrive to back up the Legionaries, use Blood Ward to trap them and destroy them with your automatic weapon. Any Legionaries still advancing will also get caught by Blood Ward, so keep an eye on ground level as well to maximize Blood Ward's usefulness.



CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE



Maintain higher ground until the final wave of enemies attacks. This time it's Exploding Cultists, which move even slower than the Legionaries.

Use Blood Ward again to trap them and pop their pustules from afar. Don't dash and slash, or you'll blow them up in your face.

After all of the Roman fortress's defenses have fallen, explore the grounds at its base. To the right is a small set of steps leading into the baths below. Press on.

THE LOW ROAD

The suffering of Tertius Longinus has lasted 3,000 years and will continue for eternity until someone hands him over to The Firstborn. To get to Cassus Vicus, the team must gain passage into the corrupt city through the Baths. The Caldarium awaits...

Inside the Caldarium the air is hot, damp, and muggy. As Delgado, go down the steps and make a left. Go through the small door along the left wall and stop at the small hole in the floor with a fire pit below.

Jump down into the fire pit and immediately activate your Fire Shield upon hitting the ground. With Fire Shield active, the cinders and burning floor can't hurt you. Hold Fire Shield and navigate out of the burning room. Make a right, then a left toward the rear of the room. Make a U-turn toward the center of the room and then a right toward the exit.



HOT AND EXTREMELY BOTHERED



Go up the steps on the left to the next room. Near the far left wall of the room, a Cultist is slicing into a person over and over again. Open fire on it with your Gatling gun and cut it down before it reaches you.



Press your back against the far left wall, where the Cultist was torturing the other being, and wait for another enemy to rise from the ashy floor in the center of the room. Go up the steps on the right and toward the next room.



As you exit this room and enter the next, another Cultist lunges out at you. Open fire on it and put it down. Inside the

next room, leap over the small railing into the ashy center.

The second you set foot on the lower level, open fire. More enemies rise up from the ground. Sidle toward the steps at the left of the room while keeping your Gatling gun at head level. Pop the heads of all enemies.



CHECKPOINT REACHED!



Open the gate at the rear of the room and open fire on the Cultist that rushes out. Once again, activate Fire Shield and set foot on the red-hot flooring below. Kill the Cultist at the end of the walkway and open the gate to the next room.

In no time at all, Cultists spring up ahead of you and start moving toward you. Hold your position at the gate and fire everything you've got from the safety of the doorway. If you move in, the fiends will flank you. Instead, hold your position and cut the enemies down as they slowly approach your door. Stop shooting only to unleash Ababinili on distant enemies, then immediately get your Gatling gun going again.



CHECKPOINT REACHED!



When the room seems clear, carefully creep inside. Take the walkway along the left wall and mow down one more Cultist. At the end of the walkway, leap down into the lower area of the next room and open fire.

Several Exploding Cultists and Cultists spring up from the center of the room. Edge around the room, keeping your back to the wall while unloading your Gatling gun on the enemies as they rise. If an Exploding Cultist gets too close, don't backpedal! Instead, turn around and run to get some distance. When you're far enough away, do an about-face and finish it off.



Use the U-shaped railing on the opposite end of the room as a protective barrier between you and beasts that spring up from below. Move left to right, forcing the creatures to redirect every time.

Draw them to the left side of the walkway, then turn around and run to the left. As the creatures follow you on lower ground, you can lay more fire on them.

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When the fight in the previous room is done, take the stairs on the walkway and make a right. In the next room, make a right and jump over the railing on the left.

Dash across the room into the next hallway and follow it down to an elongated passage with a small table and two chairs atop a flight of stairs.

Don't go down the stairs. Instead, follow the wall to the right of the stairs to another passage on the right. Slowly creep into the passage past another room until you come face to face with an Exploding Cultist. Turn around and gain distance (back up a room or two if you need to) and blast it with your Gatling gun when you're nice and safe.



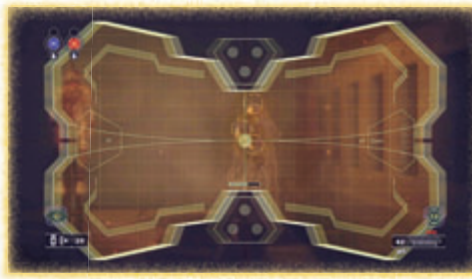
After killing the lone Exploding Cultist, head back into the room where it was hiding. Jump over the railing and land in a small chamber below. Pull the lever to open the gates on both sides of the chamber and exit via the right passage.

Reunite with the rest of Jericho and go back through the room where you pulled the lever. Exit through the other passage, which is now open, and hold position in the small room.



Watch both entrances for approaching enemies and cut them down as they attempt to swarm you. Keep an eye on both entrances, the one where you came in and the one to the right. Switch to Black and scope the entrance on the right. Snipe enemies as they come around the corner and leave the entrance on the left to Delgado.

You can either open fire on the two Cultists you see beyond at the top of the stairs (the gate will open automatically for them to attack you), or you can use Jones to possess a dead body lying on the other side of the gate and flick the switch to open it silently.



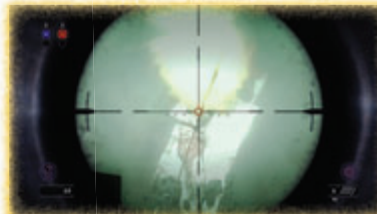
When you reach the chamber of the baths where an impaled figure stands at the center of the room, hug the wall on the far right and aim across the room. When an Exploding Cultist ambles toward you,

possess Cole and activate her targeting systems to locate the creature's pustules in the dark. Detonate the beast before it gets too close.

Hold your position against the wall as enemies approach from the far end. Blast through every Cultist that approaches. If you're keeping a steady hand, you shouldn't have to move until the room is clear. When the room is clear, exit via the doorway on the far right (where the monsters came from).

DECADENCE

The decadent culture of the inhabitants has transformed the baths into a repulsive torture chamber; pools of vomit, baths of blood, and excrement complement the torture and sadomasochism.



The walls inside the Roman baths are adorned with intricate designs and are surprisingly bright. Of course, the brightness only helps illuminate the blood stains and the murals of Cassus Vicus adorning the halls.

Proceed down the hall and stop at the first doorway on the right.

Beyond the doorway, two Legionaries stand guard. As Black, blast the one on the left with a high-caliber round. It won't be killed, but will be significantly weakened. The two monsters turn around immediately and begin to approach. Stay behind the door and wait for them to get closer; when they do, use your telekinetic shove to knock down and ignite the same Legionary you fired on.



Leave the second Legionary to the rest of Jericho. In a crazed attempt to survive, the Legionary might make it to, and through, the doorway, if it does, hug the left wall and open fire on its weak side as it enters.



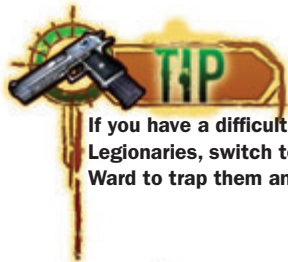
BELL HALLS

Possess Delgado and take point as you enter the large open hall beyond the doorway. Large columns line the sides of the hall; the marble floor below is stained with blood. Issue orders to Jericho to move to the far right wall of the hall. Once both teams are in, face the far end of the hall and split Jericho into two units, each one edging along the opposite wall toward the hall's far end. Leapfrog Omega and Alpha up the hall while keeping each unit close to the side walls for protection.



After you cross the midway point of the hall, where several tall columns divide the room in two, Flying Cultists and Legionaries attack. Open fire on the Legionaries on the ground before engaging the Flying Cultists. Because the Flying Cultists are harder to track, focus on the enemies you can hit most easily. Use Ababinili to destroy the Legionaries from afar. If they get too close, they can shred through Jericho squad. It's your job to hold them off so that Jericho can focus on the demons above.





If you have a difficult time holding off the Legionaries, switch to Church and use Blood Ward to trap them and the Flying Cultists.

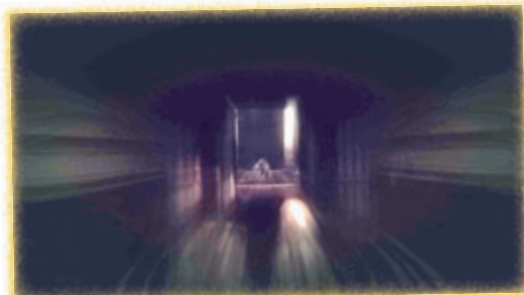
CLIVE BARKER'S JERICHO

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CHECKPOINT REACHED!

Continue to the end of the hall, where a large iron latticework blocks your path. To the right of the large latticework is a small bay with another door, blocked by an iron gate. As you examine the area beyond the latticework, the child creature appears again. Shrouded in black mists as always, it waits as if beckoning you toward it.

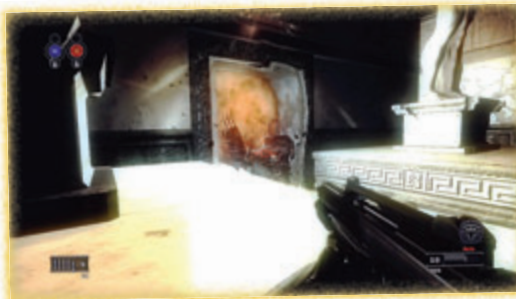
Possess Jones and approach the latticework where you can spy the child. Use your Astral Projection to float past the latticework toward the child. Once on the other side, look around and locate the Legionary to the child's left (your right). Jump to the Legionary. Hover over the Legionary until it turns around and continues its patrol down the hall. When it reaches the far end, locate the next Legionary on the right. Jump to it.



From this Legionary, look straight ahead and project yourself onto the Legionary in the distance, straight ahead (down the tunnel on the left). Immediately jump from this Legionary to the next one on the right. Follow this Legionary on its patrol until you spy a lever on the wall to its left. Activate the lever and return to your body.

Keep in mind the path of the Legionaries you just used to travel through the hallways, because you're going to face them all in a few seconds.

The Legionaries waste no time in attacking. As soon as you're back in your own skin, two Legionaries rush out of the now-open door in the bay on the right. Switch to Black and back away from the door. Use your scope and Ghost Bullets to take them down and simultaneously see if more Legionaries are approaching from the nearby hallways.



Nailing the Legionaries with Ghost Bullets can be a tad tough if you haven't been practicing, so follow up your Ghost Bullets with high-caliber rounds if you need to. Regardless, endure the first wave of Legionaries before moving closer to the doorway.



When the rest of the Legionaries reach the doorway, switch to Church. Quickly rush down the small steps to the door and activate Blood Ward. When the Legionaries pass the threshold, they'll be instantly caught up in your trap, making them easier to kill.



Go through the door into the hallway. In the hall, make a right, then a left, and a right until you come across a small iron gate that only Delgado can open. Switch to Delgado and lift the gate.

CHECKPOINT REACHED!



Before proceeding past the gate, which is now open, possess Church. Rush out beyond the gate and take point. Upon reaching the two Legionaries up the steps ahead, activate Blood Ward and trap the creatures before they cause damage.

Move up, beyond the statue of Vicus, and unleash another Blood Ward. Two more Legionaries approach and get caught in your trap. Slash them quickly and engage the Cultists emerging from the black filth in the room's center. Possess Black and use Ghost Bullets to pick off the remaining Legionaries in the room.



As Black, go up the steps to where the center of the room is black, and hug the right wall. Wait until more Cultists rise from the putrid floor and pick them off, adding to your headshot count.

CHECKPOINT REACHED!



At the rear of the room, along the right wall, is a tunnel leading out. Follow the tunnel out and around as it twists and turns past a chamber with rotting meat. Keep following the walkway until you reach a doorway into a pitch black room. Go inside.

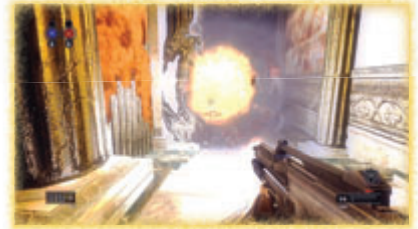
TEMPLE OF PAIN

Vicus's luxurious palace lies between the villa and a fortress, designed to the twisted taste of its owner. He has transformed the old temple that was once dedicated to the classical deities into his own personal hell.

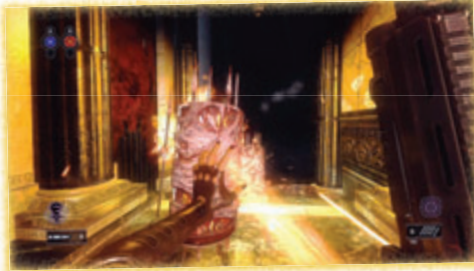
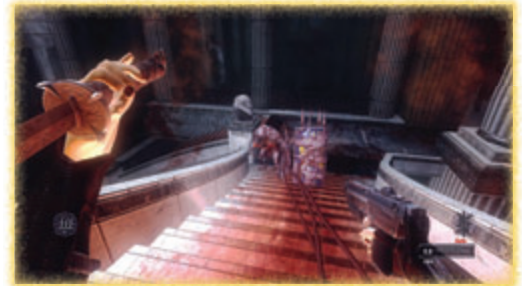
The next room in Vicus's nightmare is a strange mixture of golden lighting, pure white marble, and horrific fleshy murals of Vicus. The obese governor has adorned nearly every wall of his palace with homages to himself and his half-split belly.



Try to ignore them and keep an eye on the path ahead. Follow the marble balustrade right, then left. Upon the first turn you'll come upon a Legionary with its back to you. As Jones, unload a ghost bullet into the creature's head and take it down. Of course, this firefight draws the attention of another Legionary nearby, so reload and unleash a ghost bullet on its head when it rounds the corner.



Back away and immediately switch to Cole. When the Legionaries start pouring from around the next bend, activate Infinite Loop and rush them. Drop a grenade at their feet or slightly behind them, then immediately retreat to safety.



Church's Blood Ward, Black's telekinetic ability, and Delgado's Ababinili are extremely useful in these cramped quarters. The hallways filter the Legionaries into a small column that makes them easy for the picking, so hold tight and weather the storm by switching back and forth between the Jericho members mentioned above.

At the next turn, where a staircase leads downward, stop and possess Church. Use Blood Ward to stop the last few Legionaries and slash past them on the way down the steps. If Blood Ward fades before you get them all, back away from the steps, take cover in the alcove to the right, and wait for it to recharge. As soon as it does, pop out, activate it again and slash through the trapped creatures.



Follow the winding staircase all the way down to a bloody doorway. Go through the door, past crimson walls into a large open room where two Legionaries stand guard. As Black, fire a Ghost Bullet through the heads of both Legionaries. They won't die, but will be weakened significantly.

Once the closest Legionary is dead, send Jericho team into the large chamber. Stay back and fire high-caliber rounds at the Legionaries in the distance. Let Jericho handle the next closest monster. Switch to Church and, once inside the room, use Blood Ward to slow the approaching enemies.



As Church, dash from pillar to pillar deeper into the room. When you near a Legionary, drop Blood Ward to trap it and swing around its rear to slash it to pieces. As you go deeper into the room and take down enemies on your own, Blood Ward allows the rest of Jericho to venture in behind you. Continue to lead the charge until the room is clear. Only then does a door on the right of the room open. An alternative solution is to snipe the two guarding Legionaries using standard scoped sniper bullets—you can then proceed into the large room without any additional guards being alerted.

CHECKPOINT REACHED!

When the door opens, two more Legionaries come bursting out. Either trap them with Blood Ward or let Jericho handle them. Either way, they fall easily, as they're overmatched.



BATTLE WITH THE BALL AND CHAIN



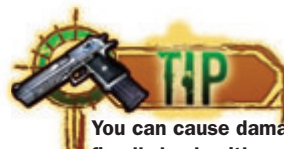
Don't get overconfident, however. One of the most brutal enemies you'll encounter approaches from the hall beyond the door. Carefully venture into the hall to draw it out. When it rounds the corner, tuck tail and run back out to the large chamber where you battled the Legionaries.

The creature is a Gladiator—a tall, armored monster with a blade for its right arm and a mace for its left. It stands nearly one story high and towers over the members of Jericho. Luckily its lumbering walk makes it an easy target. At close range it can swipe at you with its blade. From a distance, it flings its mace and crushes you with surprising precision.



Approach the battle with the Gladiator as you did the battle with Maltheus. Split the team up and distance yourself from the monster. Draw its attention away from one of the squads, and when it turns its attention toward you, switch to a member of Jericho directly behind the monster. Open fire on the gash running down the monster's back to widen it.

As you circle around the monster, use the pillars for cover. Move from pillar to pillar to avoid the Gladiator's crushing blows. If you're exposed, wait for it to raise its mace hand, and immediately strafe away from its attack.



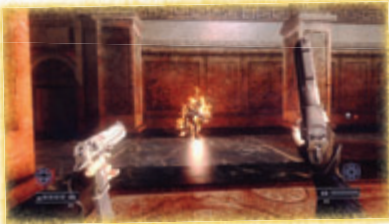
You can cause damage to the fiend's back with any conventional weapon. Refrain from using your occult powers; they won't help you here. Instead, use high-powered weapons like Black's high-caliber rounds, Rawlings's explosive rounds, or Delgado's Gatling gun.



Play this game of cat and mouse, drawing it toward you then warping away, attacking the cut on its back until it begins to fall over in pain. Continue pelting its gash until it falls over for good.

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When the Gladiator falls, a door in the corner of the room springs open and a Legionary rushes out. As you did the other Legionaries before it, overwhelm it with Jericho's superior firepower before it makes it deep into the room.

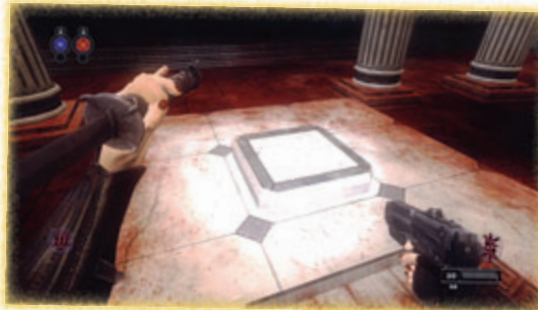
Explore the hall from which the Legionary emerged and follow it to another large open chamber. There, two more Legionaries stand with their backs to the threshold. Open fire on them and draw them toward you, then greet them with Jericho's entire arsenal. Keep drawing the Legionaries through the door and switch to Church. Use Blood Ward to trap the enemies as they attempt to filter through the door, and cut through them into the chamber.



Go down the winding steps in the large chamber, following the blood-stained marble, to an even larger room with a chasm at its center. On your side of the chasm are two small porticoes, each with a floor switch. Across the gap are several enemies and another floor switch.

Possess Jones and project yourself across the gap to the Legionary on the right side of the chasm. Examine the wall to its right and activate the switch on the wall. Pulling this lever prevents additional reinforcements from arriving. You can proceed without pulling the lever, but you will have to face an additional 10 (approx.) Legionaries. Once the switch is active, return to your body and engage the enemy from across the gap. When all is quiet on the other side, possess Church and edge along the left wall to the other side. Follow the onscreen prompts to keep from slipping off the ledge and falling to your death.

Once on the other side of the chasm, stand on the floor switch at center of the small platform. Turn around and, from across the gap, direct Alpha squad to stand on the switch in one of the porticoes and Omega to stand on the one in the other portico.



Together, the three floor switches activate a long bridge crossing the chasm that allows Jericho to regroup. Take point and lead Jericho into the small tunnel in the far right of the room to exit.

GARDENS OF HELL

The gardens are lavishly decorated with fountains and statues. The surroundings look impeccably beautiful but with Vicus's touch of sadism.

The other end of the tunnel leads to a large, glorious chamber with Corinthian columns lining the walls and tall marble statues crafted by the keenest Roman minds. Near the left wall is a Cultist torturing a hapless soul.

Creep to the opposite end of the chamber and possess Black. Turn your sniper scope on and pop the Cultist's head. Possess Delgado and open the gate on the right of the room. Inside the next room are several Legionaries and Cultists. Send Ababinili ahead of you to swarm the room and burn the enemies down.



Back away a bit from the threshold and open fire with your Gatling gun. As Cultists turn the corner toward your squad, they'll run headlong into your devastating fire.

Creep into the room and go up the steps on the right. Take the walkway left into another small, blood-red room. Make another left through a short tunnel into the Roman gardens. Blood splatters adorn the walls in place of murals, and the room is as much crimson as marble white.



In the room just left of the main chamber are several Legionaries. Send Ababinili ahead of you to burn the

enemies in the next room. Back away from the opening to the room as you open fire with your Gatling gun.

Possess Cole, set your grenades on a two-second delay, and activate Infinite Loop. Rush in and drop a grenade behind the Legionaries' shields. Before it detonates, run back to the safety of the blood-red antechamber. As you run back, switch your grenades back to impact detonation, and turn around. Toss another grenade at the Legionaries before they can reach your position, and blow them up.





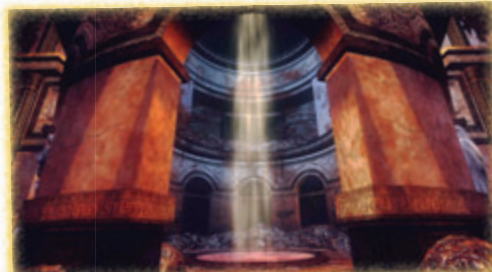
Storm past the adjoining chamber and reach a large intricate hall with several statues and staircases flanking the sides. Each staircase leads to another

level, where a Legionary stands guard. Order Alpha team to go up one staircase while Omega team goes up the other.

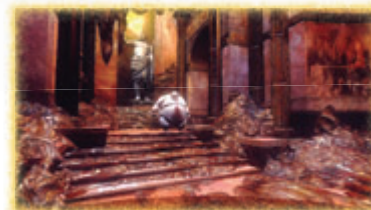
By splitting up and covering each flanking staircase, you can get the jump on the Legionaries on the following levels.



Continue dividing and conquering the staircases until you reach the very top. There, two large, garish, golden statues of Vicus, one on each side, sit next to two small archways. Destroy the two Legionaries guarding the passages and go through both, which lead to the same iron gate. Possess Delgado to open the iron gate and step inside.



Inside, a large rotunda, lined with rotting flesh, putrid food, and excrement, houses Cassus Vicus. Vicus waddles out from a nearby chamber, his naked flesh jiggling to and fro while his belly, splitting down the center, bleeds profusely. He gets near, licking his chops at the opportunity to include you in his sickening depravities, when suddenly he stomps his foot and shakes the floor loose beneath you. Soon you're freefalling into Vicus's abyss.



MORITURI TE SALUTANT

Vicus has enjoyed literally thousands of years of continuous sexual, gluttonous, and bloody orgies... and has no intention of it ending now. He'll do all he can to prevent those sent to close the breach and remove his hellish appetite.



Jericho team lands in a subterranean cavern with little light to guide them out and even less hope to fill their hearts. They were so close to Vicus, and now have to begin the search anew.

Begin by shedding light on the situation—turn on your flashlight. Follow the cavern up, through underground prisons, and exit through a small arching passage. On the other side is a gladiatorial arena. Prepare for battle.

FROM THE MIND OF CIVIL ENGINEER SUTONIUS...

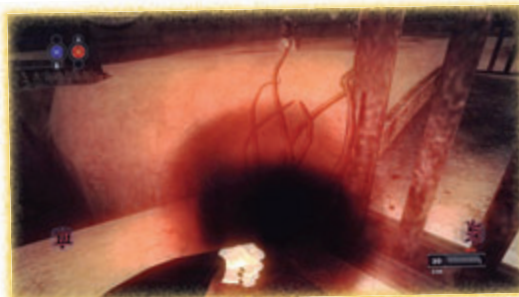
The Latin phrase "morituri te salutant" has, over time, become known as a gladiator's salute to the emperor before engaging in lethal battle. It means "we who are about to die salute you!" In truth, the phrase was first mentioned in the works of Suetonius, a Roman historian and biographer.

In his works, the phrase was uttered by prisoners, not gladiators. As Emperor Claudius was about to view a mock naval battle, the condemned prisoners taking part in the display uttered the famous salute and were, according to lore, convinced they were pardoned on the spot! After a short delay, Claudius coerced the prisoners to take part in the mock battle, and they did perish as planned.

FOR THE MASSES

All around the arena are several portals shaped as visages of Vicus with spiked bars across his stomach; two arched gateways stand at opposite ends of the arena. The floor is uneven and large pits spread out across the arena. Small land bridges connect the gaps, but tall spiked barriers prevent you from crossing them. You're trapped.

As you look around the arena, several Flying Cultists rise up from the gaps in the ground. Switch to Church and immediately drop Blood Ward for protection. The Flying Cultists get caught, but are still well out of reach of your blade, so open fire from your automatic. When the Legionaries begin to attack from across a nearby gap, do the same. Use Blood Ward to hold them in place, forcing them to drop their shields, and shred them with your automatic.



When the first assault is over, locate another group of Legionaries across a chasm behind you. Just as before, trap them and make short work of them.

When a third group of Legionaries appears,

possess Jones and test out his new ability. Project yourself toward the Legionaries and use Pyrokinesis to set them on fire. Bounce back and

forth between the sides until Legionaries stop attacking from across the gaps.



When the Legionaries die, the spikes blocking the bridges fall and allow you access across one of the gaps. Walk across the bridge and order Alpha

squad to step on the small floor switch there. Backtrack across the bridge and order Omega to stand on a second floor switch.

Once they're in place, cross the distant bridge and step on a third floor switch. This drops the gates to the next area. Proceed across the now-unblocked bridge across from the second floor switch.



CHECKPOINT REACHED!

CLIVE BARKER'S JERICHO

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There, more Flying Cultists attack. Clip their wings with Delgado's Ababinili. When they shoot down like meteorites burning through the atmosphere, a distant gate opens and releases a Blind Behemoth. This dog-

like creature hunts on sound alone, so silence your weapons while you get into position.

Draw the Blind Behemoth toward the center of the arena and split the team among the bridges. Once the team is in place, switch between members of Jericho and alternate fire as you move from person to person.

Draw the Blind Behemoth back and forth between Jericho members, ceasing fire just as it reaches your position. When it lifts its club weapon, dash out of its way and switch to another member of the team.

Fire on the beast from a distance again, and continue pulling it back and forth across the arena until it dies. Practice this strategy well, because once the first Blind Behemoth dies, a second one comes out. Repeat the process and take it out.



TIP
Don't leave your Jericho teammates in one spot. Keep them spread out so as to draw the Blind Behemoth across longer distances. If you keep Jericho bunched up, its members are more likely to take massive damage.



The final beast ambles out of a distant arched gateway. It's another Gladiator, armed with a blade and mace, just as before. And just as before, its weak spot is the widening gash on its back.

In this case, however, you can use the bridges and gaps to your advantage. The Gladiator can still crush you from across the gaps with its mace, but it will have a harder time reaching you with its blade and will often have to adjust to the torn landscape. Regardless, do as you did before. Pull it back and forth, and fire on the wound in its back, widening it more and more with every bullet.



When the Gladiator dies, venture into the gate it came from. Your battle in the arena is over, but the battle for the breach is about to begin.

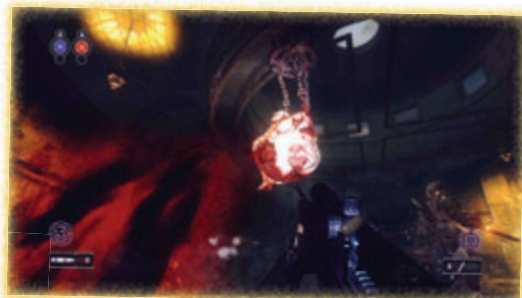
GUTS

Jericho's successful defeat of Vicus's pets moves the team closer to removing the insatiable governor from power.

Jericho team ventures into the walls of the colosseum and arrives at a large circular room. At the room's center stands a lone Gladiator surrounded by a large circular gap. While he can't walk up to you, he can still crush you from afar with his mace.



Above the circular gap, Vicus hangs on hooks and chains. The hooks cut into his flesh as his sagging stomach weighs him down and splits open at the seams. As soon as you enter the room, Vicus peels open his stomach and spews his vile blood at you. Dodge the blood and move around the room.



Vicus can only focus on the Jericho team member you currently possess, but his Gladiator can target anyone. Leave the Gladiator to the rest of the Jericho team while you focus on Vicus.

Possess Black and draw Vicus toward you. When he prepares to open his stomach and lurch his lunch at you, fire a round into his stomach. When he flinches, switch to Delgado and draw Vicus toward the opposite end of the circular room. When Vicus arrives on your side, sidestep his stomach spew and fire at his exposed innards. Keep bouncing him back and forth until he can take no more.

CLIVE BARKER'S JERICHO

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When Vicus dies, he'll hang there, lifeless—a key with no keyhole. To fix that, switch to Black and use your telekinetic ability to move him around the large circular track on the ceiling.

Line him up with the T-cross section along the ceiling and shove him toward the center of the room. As he hangs in the center and his entrails leak out, his blood triggers a reaction and the breach activates. Leap in and you're one step closer to meeting The Firstborn.



BACK TO AL-KHALI

Jericho's final jump across time takes the team back to the original site of Al-Khali. While traveling across Sumeria they feel the end approaching. The irony is not lost on them. It's been a backward tale for Jericho—traveling back to the beginning to reach their journey's end.

The road ahead leads to The Firstborn, and the salvation of mankind rests in your hands. If the team cannot secure its own salvation, if its members really have signed away their souls by setting on this mission, then they are determined to see it to its end, whatever that end may be.

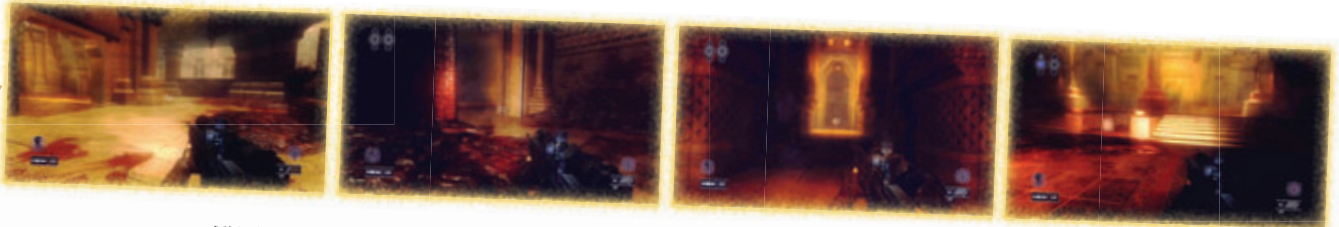
BACK TO THE BEGINNING

THE GODSEAL



JERICHO ARRIVES IN AL-KHALI JUST IN TIME TO SEE LEACH FLY OFF TOWARD THE TOWER. AS THE TEAM ENTERS, IT ENCOUNTERS ANTADURUNNU, THE FOUNDING MEMBER OF THE BROTHERHOOD SWORN TO STAND AGAINST THE FIRSTBORN.

SPIRITUAL GUIDE



DISEMBODIED ONCE AGAIN, ROSS IS VIOLENTLY PULLED INTO BLACK'S BODY. TOGETHER THEY SET OFF IN SEARCH OF JERICHO.

SKIN



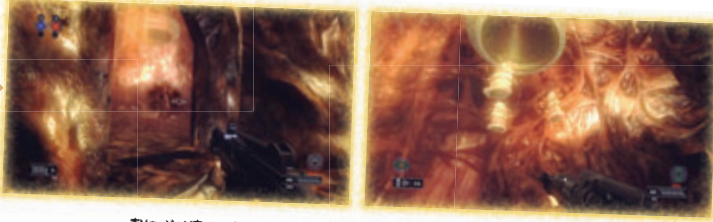
BLACK AND JONES ENCOUNTER TWO OF THE SIX DEMONS SWORN TO PROTECT ERESHKIGAL AND THE FIRSTBORN.

FLESH



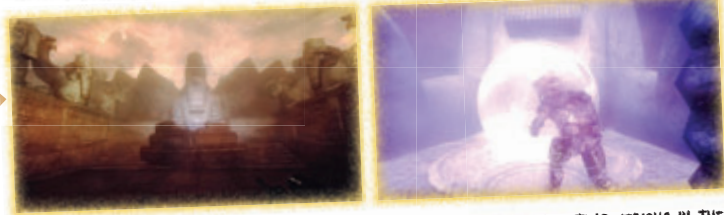
THE NEXT BATTLE FOR ANTADURUNNU'S URNS TAKES PLACE AGAINST ENLIL AND INANNA.

BLOOD



THE NEXT LEVEL IN THE TOWER BELONGS TO UTU AND NANNA, PROTECTORS OF ANTADURUNNU'S FLESH.

SACRIFICE



PIECED BACK TOGETHER, ANTADURUNNU ATTEMPTS TO SEAL THE BREACH AND TRAP JERICO IN THE BOX IN THE PROCESS. THIS DOESN'T SIT WELL WITH EVERYONE, AND DELGADO ACTS ON HIS INSTINCTS.

PYXIS PRIMA



JERICO FINALLY REACHES THE FIRSTBORN, IN AN ATTEMPT TO STOP THE CYCLE. THE TWO FORCES ENGAGE IN BATTLE.

SUMERIA, 3,000 B.C.

THE GODSEAL

The original time slice where the seven Sumerian priests held The Firstborn for the first time. The origin of all, the seed of all evil

Jericho team is at the final step so to speak. Ahead of them is a ravaged and weathered Al-Khali, a terrifying tower with the breach at its peak. And yet, strangely, it's a beautiful sight until Leach swoops down.



He and his followers take flight and soar to the tower's top. Just then the Brotherhood of the Dark Rapture returns.

DIFFERENT TOWER, SAME STORY

As you approach the doorway ahead, several Exploding Cultists appear from the flanks. Switch to Church and trap them with Blood Ward. While they stand trapped, use your automatic weapon to pop their pustules.



When the Exploding Cultists pop, unleash another Blood Ward and trap the melee Cultists. Take out your blade and carve a path to the tower's front door.



TIP
Keep Church alive and use Blood Ward over and over to freeze the enemies as they approach from all angles. They'll try to surround you, so stay calm and let Blood Ward do its thing.



Before reaching the steps of the front door, Jones drops to his feet, a

man possessed. He speaks, but his voice is not his own. He's possessed by Antadurunnu, the founder of your brotherhood. He was the first to stand against The Firstborn.

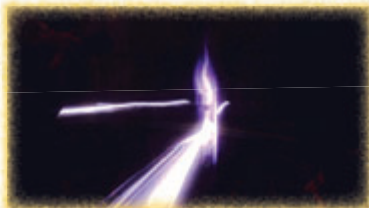
Antadurunnu relates the story of how The Firstborn came to walk the Earth for the first time. After seducing the priestess Ershkigal through her dreams, he persuaded her to march an army from Ur to Al-Khali. There she built the tower and opened the breach, allowing The Firstborn to walk the Earth again.

Hidden in the midst of her army, however, were the first seven protectors, including Antadurunnu. The other six were found out and forced to become her protectors. Only Antadurunnu survived.



CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE

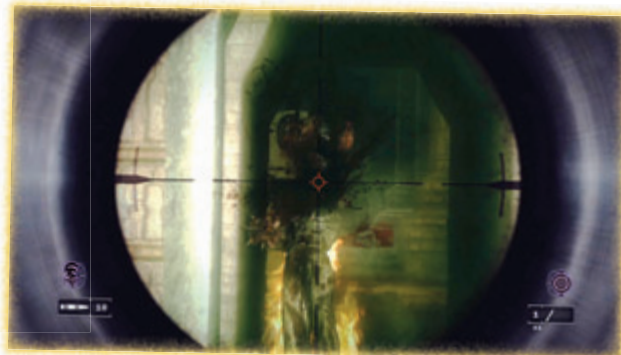


Before being found out, Antadurunnu sealed the breach, and with his final breath ordered his disciples to form a protective order, of which you are now a part. To reseal the breach you must battle the six Sumerian demons—and the perversions of the other six protectors—and reassemble Antadurunnu's body, which has been separated into several different urns.

With Antadurunnu's message in mind, turn around and go through the door behind you. Inside, you find a large circular room. Suddenly the room goes black and bright purple beams shoot out from the surrounding walls. The beams transport your teammates away and, finally, you.

SPIRITUAL GUIDE

Jericho has gone. Without his team, Ross is alone. If he wants to resuscitate Antadurunnu, he'll have to get to the urns that hold the ashes, but first, he must find a body.



Your soul is ripped out of your teammate's body and you're suddenly being dragged through the tower, pulled across halls and doorways until you're drawn into Black's body. As Black, approach the arch on the right, just ahead of you.

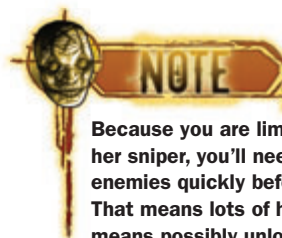
Zoom your scope in on the rooms ahead and pop the melee Cultists in the distance. Two more Cultists attack from the surrounding area. Use your Pyrokinesis to shove them back and light them on fire. As they stumble back, put a bullet in their heads.

THE SEARCH FOR JERICHO



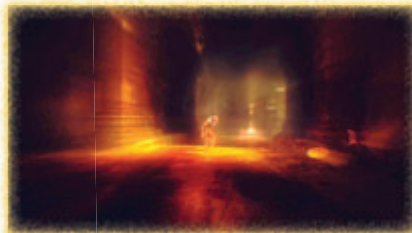
Walk out into a large open space and make a left. Round the corner and take out another Cultist as he runs his blade arms into an innocent.

Fire off a Ghost Bullet and run it through his head. After doing so, drive the bullet into the head of the Cultist behind him. Two Cultists, one bullet.



Because you are limited to Black and her sniper, you'll need to take care of enemies quickly before they get close. That means lots of headshots, which also means possibly unlocking the Sgt. Frank Delgado Achievement.





Continue along the tower's walkway and follow it as it leads back into the tower. Inside, fire another

Ghost Bullet and drive it through the heads of three more Cultists. If you miss, scope their heads and pop them.

Bust it down with your telekinetic power. Just beyond the wall is another Cultist. Pop its head with another Ghost Bullet and slowly creep out.

At the end of the next path is an ornate doorway.

At the end of the corridor is a T-intersection. Make a left and use Ghost Bullets to clear the area ahead. There are no fewer than four Cultists on the left of the T-intersection and the adjoining corridors. By using Ghost Bullets, you can see their locations, even through walls.



Go all the way down the left hall and follow it as it turns right, then left again. Kill the Cultist at the end of the hall and make a left where the Cultist was standing. Turn left one more time to find another Cultist in the distance guarding a large gate. Kill the Cultist, and the gate rises.



Go through the gate into a large red room. At the far right end is a gate. You've found Jones; he's trapped behind the gate and has no way of escaping. Possess Jones and project yourself to the tortured soul hanging on the pillar directly above Jones's cage.

Once you're hovering above the pillar, focus your attention on the wall directly across from you (above Jones's gate). Another tortured being hangs helplessly above. Project yourself onto it and locate the panel directly above its right shoulder. Activate it to set Jones free.



As you step out of your cage, several melee Cultists approach from the surrounding darkness. Open fire on them with your secondary weapon and put them down.

Stand your ground and watch for cues from Black. If she starts shooting in a different direction, lend her your support. You can take down the Cultists much quicker together. The majority of the Cultists attack from the left, so keep your gun trained in that direction. When the Cultists are all down, explore the area where they came from and leave through the small doorway.

SKIN

Black and Jones are united. The urn containing Antadurunnu's skin is near



The first urn is just beyond the door. Inside the large circular room, the urn floats inside a cylindrical platform. Inside the cylinder hang more tortured beings. Just below, at the cylinder's center, is one of Antadurunnu's six demonized former compatriots, Ki.

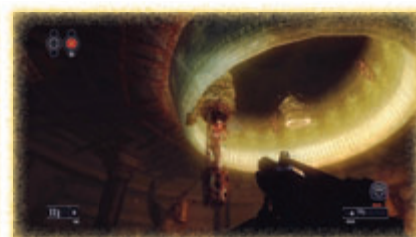
Worse still, around the center figure floats another creature, Ninlil, trapped in an iron maiden. Every time the torture device squeezes Ninlil, her blood and guts pour onto the burning floor surrounding the cylindrical platform and create a melee Cultist.

SAVING SKIN

Begin your assault on Ki by focusing all your firepower on her. Move Jones to one side of the room and leave Black at the other. Hop back and forth between the two, dodging Ki's fireballs, and fire on the demonized soldier.

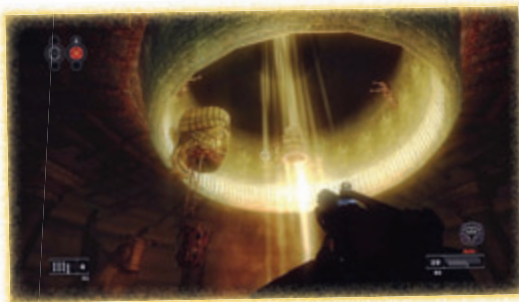


As you shift around the room, watch for Ninlil's Cultists. She'll create only one at a time, so taking them out shouldn't be much of a problem. Keep your fire focused on Ki until she's dead.



Your assault on Ninlil is a bit more complicated. Begin by assuming control of Jones and taking cover behind a nearby pillar. Leave Black to distract the Cultists that Ninlil creates while you project yourself to the beings trapped inside the cylinder, just above where Ki stood.

As you hover over the tortured beings, look around for the top of the iron maiden as it circles around the interior of the cylinder. When it comes into reach, press the onscreen prompt. Doing so opens the iron maiden device and exposes Ninlil inside. When she's exposed, come out of hiding and blast her.



When the two beings die, the skin urn disappears in a bright golden light. Examine the surrounding area and go through the little doorway along the wall. As you pass through, Delgado busts through

the wall ahead of you with Rawlings right behind him.

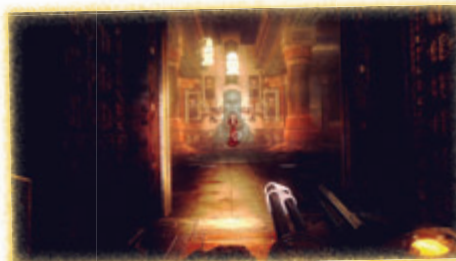
Take control of Delgado and make a left. Lift the gate and climb the spiral staircase behind it. The other two members of Jericho still need to be found.

FLESH

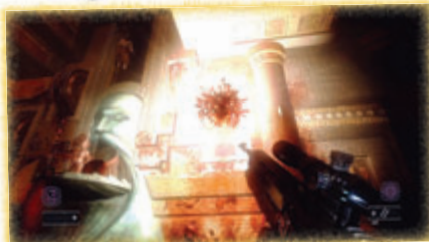
Contact has been lost with the rest of the team. They must be located before the demons get to them.

Lead your team up the next set of steps into a large open room where Flying Cultists attack. Possess Delgado and use Ababinili to take them down.

Leave the open room behind and arrive at the room of Enlil and Inanna. Inanna surrounds herself in a blood shield created by four sacrifices located on the wheels to her left and right. Enlil watches over the action from above as he hangs from a series of pulleys.

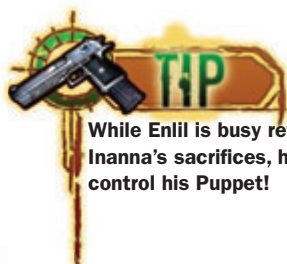


A POUND OF FLESH



To free Antadurunnu's flesh, you'll need to attack Enlil first. Rather than attacking him directly, however, force him to expose himself by firing at the four sacrifices providing Inanna with blood.

Enlil will create a Puppet beast. Ignore it and let the other members of Jericho distract it. Blast the four sacrifices and force Enlil to refresh them. When he does, he'll swing out of his alcove above Inanna and be vulnerable. Blast him! Use high-caliber rounds and everything you've got to inflict major damage.

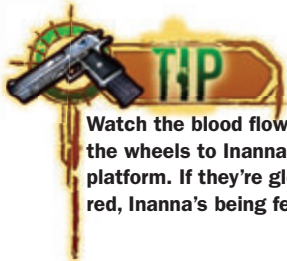


While Enlil is busy refreshing Inanna's sacrifices, he can't control his Puppet!

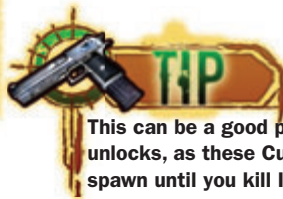


Repeat the process until Enlil dies. With no one to replenish Inanna's sacrifices, her blood shields fail and she's vulnerable to your attack. Switch to Rawlings and arm his explosive rounds.

Unload them on Inanna. As soon as you hit her, she calls on several melee Cultists. Back away from her platform and blow the Cultists away. When they're out of your hair, Antadurunnu's flesh urns disappear. No sooner do the urns disappear than you're whisked away by the strange purple beams again.



Watch the blood flow from the wheels to Inanna's platform. If they're glowing red, Inanna's being fed.



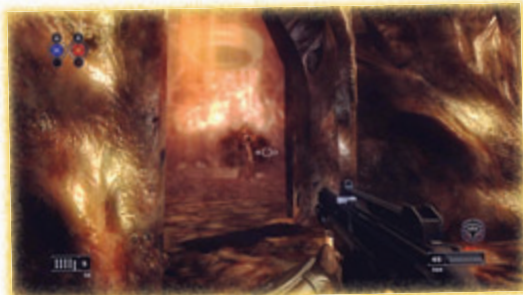
This can be a good place to "grind" some unlocks, as these Cultists will continue to spawn until you kill Inanna.

BLOOD

CLIVE BARKER'S JERICHO

PRIMA OFFICIAL GAME GUIDE

Cole and Church have finally appeared. The Sumerian demons lie in wait to destroy Jericho.



You reappear this time in a large circular room covered entirely in flesh. The beings known as Utu and Nanna reside here and watch over Antadurunnu's blood. They draw their power from the sacs of flies hanging from the ceiling. By destroying the flies, you weaken Utu and Nanna and make them vulnerable to attack.

As Delgado, dash around the flesh room and burst every sac you see. As you run around, use your secondary fire to cut down the Cultists in your way. Concentrate on headshots and kill only in self-defense. The melee Cultists continuously respawn, so taking them all on will only waste time.



Instead, focus on dodging Utu and Nanna's attacks while popping the sacs of flies hanging from the ceiling. As you run around the room, switch back and forth between Church and Delgado.



Leave Blood Ward traps as you follow Delgado, then use Delgado's Gatling gun to burst the fly sacs. When all the fly sacs have been destroyed, turn your weapons on Utu and Nanna. Attack them only after the fly sacs are gone and the flies protecting their hearts are distracted. If you attempt to fire at them while the flies protect their hearts, you'll only waste bullets.



Once again, the urns disappear in a flash of light, and purple beams transport you up the tower.

SACRIFICE

The resurrection ritual that has taken place so many times over thousands of years is about to begin for the last time. The survival of the species depends on the sacrifice of these seven soldiers.



At the peak of the tower, Antadurunnu waits, whole, at the site of the next breach. He prepares to sacrifice himself and the members of Jericho so that they can seal the breach until the next time they are needed.

He claims that they'll wait in Al-Khali, existing in a dreamless state, until the next time they are needed to seal the breach.

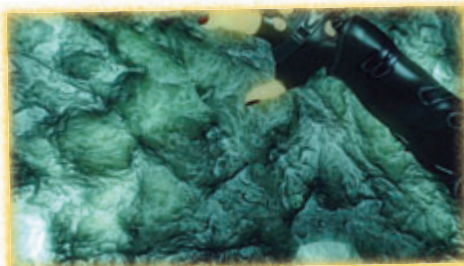
Delgado has heard enough. He doesn't buy this talk of dreamless states and noble sacrifices. Convinced that Jericho is being lied to, he changes his mind.

Delgado pulls his gun out suddenly and decapitates Antadurunnu while he's trying to seal the breach. Then, with only one thing left to do, Delgado launches himself into the breach. You follow to finish this, once and for all.



PYXIS PRIMA

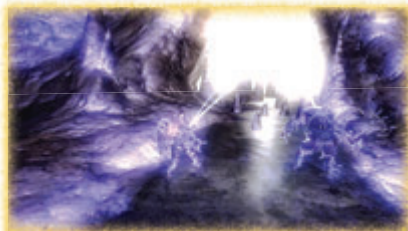
There's no turning back. In his arrogance, Frank Delgado has perhaps sealed the fate of all of humanity. At the moment when The Firstborn came down to earth, he was on the other side, but can a God be killed?



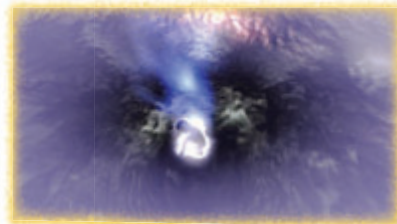
You find yourself on the other side of the breach swimming in a pool of water. You emerge from the water to find yourself in a small flooded cavern.

Through the mouth of the cavern shines blinding white light—as beautiful as any of

God's glorious creations. This light is not God's, though; it hides The Firstborn. When Cole attempts to scan it for weaknesses, The Firstborn lashes out and destroys her and Jones. With that, he engages you in battle.



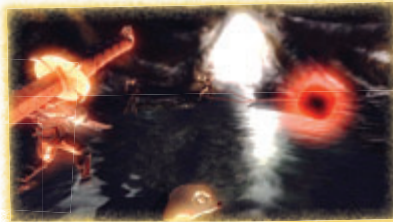
When The Firstborn attacks, let Jericho attack with conventional weapons. They distract but cannot harm it. Dodge its lightning attacks and wait until The Firstborn takes possession of one of your team members. When it does, it uses that member's powers against you.



Locate the possessed member of Jericho squad—he or she will be immobilized and surrounded by a soft glow. Once you've located the member, possess him or her and immediately turn the powers on The Firstborn. Refrain from using conventional weapons on it.



When The Firstborn is in possession of a Jericho member, pay close attention to which member is glowing and take note of which power it's currently using. After The Firstborn possesses Black (it'll push you out and into another Jericho member), immediately repossess her and use telekinesis on The Firstborn to deal your first blow. When a swirling red light circles around your team, possess Rawlings

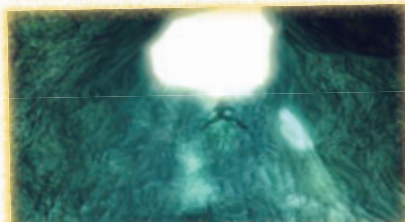


and use his Ghost Heal to hurt The Firstborn

If you see a flying serpent around the cavern, possess Delgado and use Ababinili. Blood Ward is just as easy to recognize as Ababinili. Once The Firstborn has attempted to use all four members' powers and fails, it is defeated.



Leach, knocked to his senses, finally comes to. As The Firstborn writhes in pain, Leach dives down and decides to finish it. He clutches The Firstborn in his talons and flies out of the mouth of the cave.



As the cavern crumbles around them, the Jericho teammates dive back into the water and swim to safety.

The following section details all unlockables in *Clive Barker's Jericho* and how to get them.

XBOX 360 ACHIEVEMENTS (XBOX 360 ONLY)

NOTE

Achievements are exclusive to the Xbox 360. However, these unlockables are available on all platforms. On PC and PS3, these unlock the respective dossiers that can be viewed via the Extras menu. On Xbox 360, these dossiers are unlocked in exactly the same way, but the user also unlocks a corresponding Achievement and Gamer Points.

XBOX 360 ACHIEVEMENTS

Achievement Type	Description/Requirements	Unlocked Dossier	Icon	Gamer Points	Checkbox
Level Completion—Complete Era on Easy or Normal	Finish Al-Khali—Complete Al-Khali on either Easy or Normal.	Arnold Leach		20	<input type="checkbox"/>
Level Completion—Complete Era on Easy or Normal	Finish World War II—Complete World War II on either Easy or Normal.	Psychic Commander		10	<input type="checkbox"/>
Level Completion—Complete Era on Easy or Normal	Finish Crusades—Complete Crusades on either Easy or Normal.	Bishop Matheus St. Claire		15	<input type="checkbox"/>
Level Completion—Complete Era on Easy or Normal	Finish Rome—Complete Rome on either Easy or Normal.	Governor Cassus Vicus		20	<input type="checkbox"/>
Level Completion—Complete Era on Easy or Normal	Finish Sumeria—Complete Sumeria on either Easy or Normal.	Pyxis Prima		25	<input type="checkbox"/>
Battery Achievements	Grasshopper of Battery—Kill 50 enemies using melee attacks.	Capt. Devin Ross		15	<input type="checkbox"/>
Battery Achievements	Master of Battery—Kill 100 enemies using melee attacks.	Cultist		30	<input type="checkbox"/>
Battery Achievements	God of Battery—Kill 250 enemies using melee attacks.	The Firstborn		55	<input type="checkbox"/>
Ghost Achievements	Grasshopper of Ghost—Kill 50 enemies using Ghost Bullet.	Lt. Abigail Black		10	<input type="checkbox"/>
Ghost Achievements	Master of Ghost—Kill 100 enemies using Ghost Bullet.	Grenadier		25	<input type="checkbox"/>
Ghost Achievements	God of Ghost—Kill 250 enemies using Ghost Bullet.	Machinegunner		50	<input type="checkbox"/>
Pop Achievements	Grasshopper of Pop—Pop 50 heads!	Sgt. Frank Delgado		10	<input type="checkbox"/>
Pop Achievements	Master of Pop—Pop 100 heads!	Fr. Paul Rawlings		20	<input type="checkbox"/>
Pop Achievements	God of Pop—Pop 250 heads!	Flying Cultist		50	<input type="checkbox"/>
BOOM Achievements	Grasshopper of BOOM—Disintegrate 50 enemies!	Explosive Cultist		10	<input type="checkbox"/>
BOOM Achievements	Master of BOOM—Disintegrate 100 enemies!	Flamethrower		25	<input type="checkbox"/>
BOOM Achievements	God of BOOM—Disintegrate 250 enemies!	OSS British Commandos		50	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete The Tomb on Hard.	Cpl. Simone Cole		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Al-Khali on Hard.	Sgt. Wilhelmina "Billie" Church		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Man Down on Hard.	Cpt. Xavier Jones		20	<input type="checkbox"/>

Achievement Type	Description/Requirements	Unlocked Dossier	Icon	Gamer Points	Checkbox
Hardman Achievements—Complete Level on Hard.	Complete Still With You on Hard.	Deceased Devin Ross		5	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete The Path of Souls on Hard.	Agent Muriel Green		25	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Exorcism on Hard.	Operation: Godseal		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Rivers of Blood on Hard.	Corpses Behemoth		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Out of the Frying Pan on Hard.	Sir Richard de Grey		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Motley Crew on Hard.	Brother William of Auxerre		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Sewers on Hard.	Warrior Crusader		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Tortured Souls on Hard.	Crossbowman Crusader		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete The Low Road on Hard.	Legionary		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Temple of Pain on Hard.	Gladiator		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete The God Seal on Hard.	Antadurunnu		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Spiritual Guide on Hard.	Enlil		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Skin on Hard.	Inanna		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Flesh on Hard.	Ki		20	<input type="checkbox"/>
Hardman Achievements—Complete Level on Hard.	Complete Blood on Hard.	Nanna		20	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Rivers of Blood on Hard without being incapacitated.	The Jericho Team		30	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Imperium on Hard without being incapacitated.	Child Crusader		30	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Morituri te Salutant on Hard without being incapacitated.	Blind Behemoth		30	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Decadence on Hard without being incapacitated.	Centurion Tercius Longinus		30	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Skin on Hard without being incapacitated.	Ninlil		30	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Flesh on Hard without being incapacitated.	Sumerian Gladiator		30	<input type="checkbox"/>
Survivor Achievements—Complete Level on Hard without being incapacitated.	Complete Blood on Hard without being incapacitated.	Utu		30	<input type="checkbox"/>

UNLOCKING THE LEVEL COMPLETION ACHIEVEMENTS

These Achievements can be unlocked simply by playing through the game on default settings or even after changing the difficulty setting to Easy.

There aren't any real tricks to getting these other than to follow the walkthrough provided in this guide. Have at it, soldier!

UNLOCKING THE HARDMAN OR SURVIVOR ACHIEVEMENTS

These Achievements are significantly more difficult to attain. The more difficult the setting, the less health the Jericho squad members have and the slower their health regenerates. This basically makes them more apt to die. Keep the following tips in mind while playing on Hard and you'll have these Achievements in no time.

- Be a lot more evasive in battle. Don't stand too long in one place.
- Protect yourself at all times. Use cover whenever it is available.
- Don't try the "run and gun" approach to any particular scenario. You'll meet with disaster nine times out of 10.
- Be decisive about your actions in battle. The longer you think about what to do, the more damage you'll incur.

- Always have someone watching your ass.
- Keep Rawlings alive on the Hard difficulty level. He's a prized asset.
- Combine powers to become more efficient while killing enemies. If you rely on any one power too much, you'll take longer to kill enemies. And as always, the longer an enemy is alive, the more damage you'll take.
- Match the right Jericho team member to the right enemy. Don't try to kill Flying Cultists with Church's sword, for example.
- Heal team members as soon as they fall, but not at the risk of your own life.
- Use tactical maneuvers such as leapfrogging and "dividing and conquering" rather than rushing into an area.



You can always use the Bonus Codes to gain an advantage while trying to attain many of the Achievements.

To make Hard and Survivor Achievements infinitely easier and more manageable, activate Infinite Cole's Powers, Unlimited Ammo, Auto Succeed Survival Events, Fast Health Regeneration, Power Melee, Infinite Ababinili, and Dominator Damage!

UNLOCKING THE BATTERY, GHOST, POP, AND BOOM ACHIEVEMENTS

Most of these—the Grasshopper Achievements in particular—can be attained in your first playthrough. Keep that in mind as you approach enemies, and use the checklist to keep track.

While the "Master of" Achievements can also be accomplished in one playthrough, you'll most likely have to target a particular Achievement. If you try to accomplish all four "Master of" Achievements in one playthrough, you're likely to get none of them. Focus on two at a time, at most, and be diligent about staying on course.

To complete the "God of" Achievements, you need to focus on one at a time for each playthrough (and even then it will be difficult). Or you can achieve them in multiple playthroughs of the game.

BONUS CODES

Every *Clive Barker's Jericho* game has its own unique access code (a five-number sequence). You can obtain your console code at the top of the screen of the Bonus Codes menu. Access codes are specific to each machine and are not transferable. To get Bonus Codes, call one of the numbers (the rates are listed) and provide them with your unique access code.



Using Bonus Codes to unlock the abilities listed below will not prevent you from unlocking Achievements!

BONUS CODES-NUMBERS

Country	Phone Number	Currency	Rates
Britain	09062009665	GBP	£1/min
Ireland	15600999899	EUR	€1.25/min
Australia	1902250558	AUS dollars	\$2.75/min
New Zealand	090030097	NZ dollars	\$4.49/min
Austria	0900400847	EUR	€1.8/min
Belgium	090340824	EUR	€1.12/min
France	0892684170	EUR	€0.34/min
Germany	09003706102	EUR	€1.24/min
Italy	899016645	EUR	€2/min
Luxembourg	90147054	EUR	€1/min
Netherlands	09002658007	EUR	€0.8/min
Spain	806588328	EUR	€0.91/min
Sweden	09392082000	SKR	15.7skr/min
Switzerland	0900252625	SFR	4.23sfr/min
United States	1900 990 0848	USA dollars	\$2.99/min

Prices correct at time of publishing.

DOMINATOR DAMAGE

This code multiplies the amount of damage you inflict with conventional weapon fire and occult powers.

UNLOCK EXTRAS

This unlocks all Dossiers in the Extras section, though it does not unlock all Xbox 360 Achievements.

UNLIMITED AMMO

This unlocks infinite ammunition. You'll never run out of bullets.

AUTO SUCCEED SURVIVAL EVENTS

With this activated you can't fail the Survival Events (instances where you must follow the onscreen prompts).

FAST HEALTH REGENERATION

When you've taken damage, this code allows you to regenerate health much faster.

POWER MELEE

This multiplies the damage you dish out with melee attacks (including Church's blade).

INFINITE ABADINILE

This allows you to use Delgado's occult powers without needing to recharge.

INFINITE COLE'S POWERS

This allows you to sustain Cole's powers indefinitely without needing to shut them down.

ALL LEVELS UNLOCKED

This unlocks all levels and eras.